FREE INSIDE! GIANT SONIC & TAILS POSTER!

Sonic the comic

No. 28 June 24th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

NEW SERIES

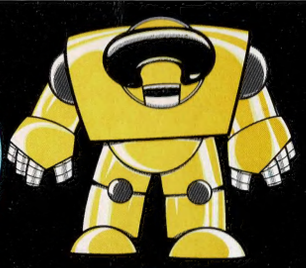
starring SONIC THE HEDGEHOG™

PIRATE STC IS IN CONTROL!

TAKE A PROW-- TAILS IS BACK!

9 770969 304013 28

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
A hume once told all the other humes they'd never had it so good under his leadership. Well, the same applies to all you Boomers out there! Yes, this issue means *you've* never had **STC** so good!

First on your menu screens is the thrilling climax to *Sonic Terminator*, then there's the explosive, penultimate episode of **Streets of Rage**, followed by the return of **Tails** in part one of *The Morbidden Hunt*. At last, lurking towards the back is the seriously weird **Pirate STC**. Warning: don't read it in front of your TV...!

As ever there's the latest news, reviews and solutions for games on the Sega systems, together with your feedback in **Speedlines.** There's also a welcome return to the **Graphic Zone**, which features Mr. Blue Cool himself kitted and booted in time for this summer's 1994 World Cup. In addition to all of this, look out for the giant, free poster of your favourite **STC** stars **Sonic & Tails** in the centre-pages. Please, don't thank me!

Finally, make sure you're cashed up for the arrival on 18th June of the **STC Summer Special** featuring 68 pages of video-game action devoted solely to Sonic and his world, and give your wall a fright with **Sonic The Poster Mag No.5**, also on sale the same day!

All that's left now is to make **STC 29** even better! For starters, there's a chance to win one of three multi-megas courtesy of Kellog's Frosties! See the inside back cover of this issue for more details. It's g-r-r-r-eat!

Megadroid

Get On Board

Right on queue for Sega's computer roadshow.

Once again the two Sega Buses are set for their nationwide tour, offering Boomers the chance to try out the latest hardware and software. Each bus is a mobile computer games extravaganza and comes complete with the latest hi-tech equipment. It's advisable to check the following venues in advance in the event of last minute changes and check local press for additional dates. The Sega buses are also scheduled to visit selected Haven and Pontins holiday camps during the summer months. Of course if you do go along, don't forget to mention that STC sent you and watch out for further tour dates in forthcoming Control Zones.

SEGA BUS TOUR DATES:

18 & 19 June:
Biggin Hill International Air Fair.
Royal Welsh Show.

25 & 26 June:
The Wandsworth Show.
Woodford Air Show/Manchester Youth Games.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA INTERNATIONAL SOCCER
2	—	SONIC THE HEDGEHOG 3
3	—	PGA EUROPEAN TOUR GOLF
4	—	NBA JAM
5	▲	SENSIBLE SOCCER
6	▼	ALADDIN
7	▲	MICRO MACHINES
8	▼	ZOOL/JAMES POND 3
9	new	SUBTERRANIA
10	RE	HAUNTING

MEGA-CD

1	—	GROUND ZERO TEXAS
2	▲	LETHAL ENFORCERS
3	▲	NIGHT TRAP
4	▲	MICROCOSM
5	RE	TIME GAL
6	RE	SONIC CD
7	▼	ECCO THE DOLPHIN
8	▼	WWF RAGE IN THE CAGE
9	RE	BLACK HOLE ASSAULT
10	—	THUNDERHAWK

MASTER SYSTEM

1	—	SONIC CHAOS
2	▲	MICRO MACHINES
3	▲	JUNGLE BOOK
4	new	BATMAN RETURNS
5	▲	MORTAL KOMBAT
6	▼	THE NINJA
7	▼	SHINOBI
8	RE	DESERT STRIKE
9	RE	NEW ZEALAND STORY
10	RE	MICKEY MOUSE

GAME GEAR

1	—	MICRO MACHINES
2	RE	PGA TOUR GOLF
3	new	HOOK
4	▼	ALADDIN
5	▲	SENSIBLE SOCCER
6	▼	NBA JAM
7	▲	SONIC CHAOS
8	RE	WINTER OLYMPICS
9	▼	SONIC THE HEDGEHOG 2
10	▼	DESERT STRIKE

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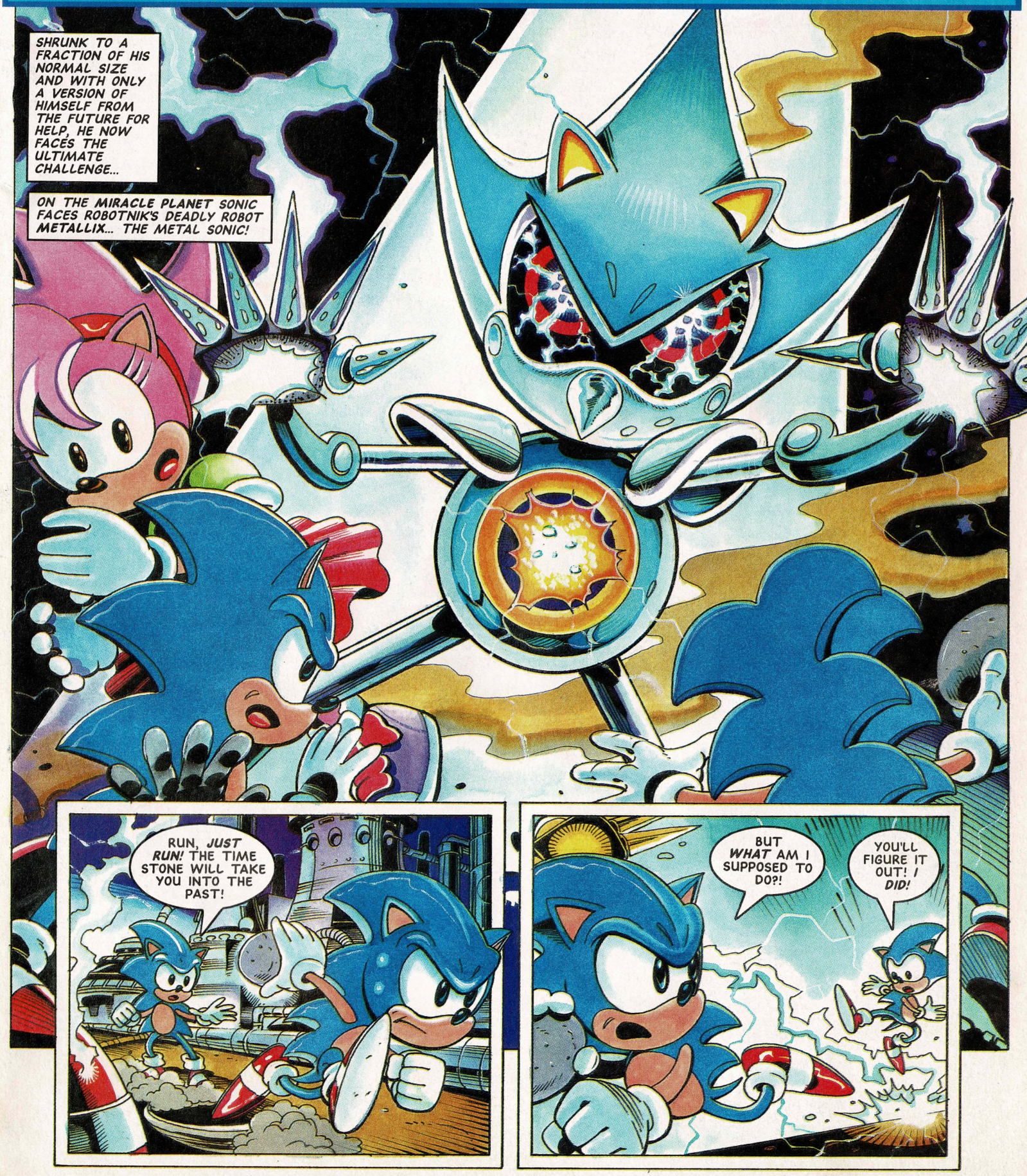
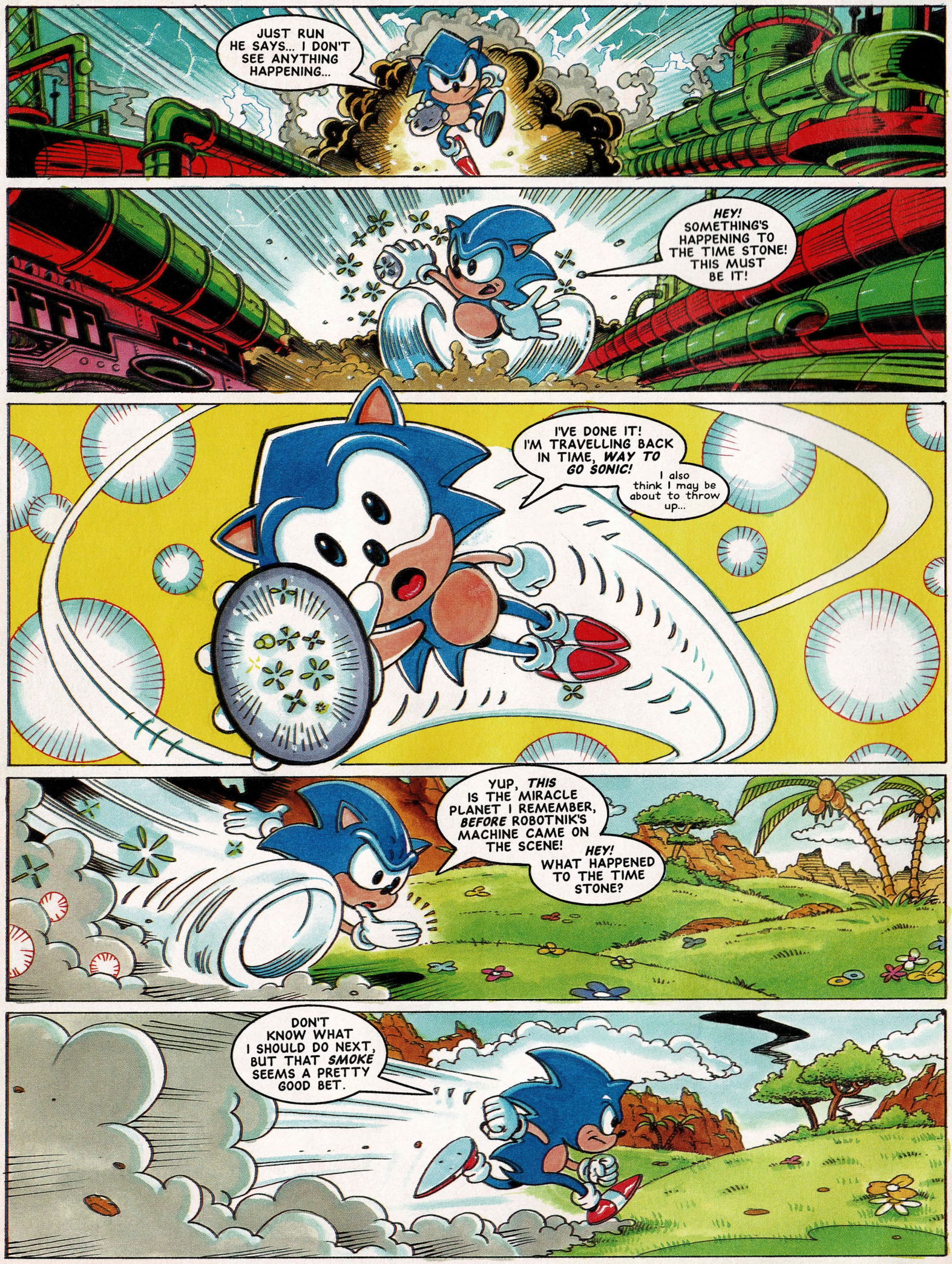
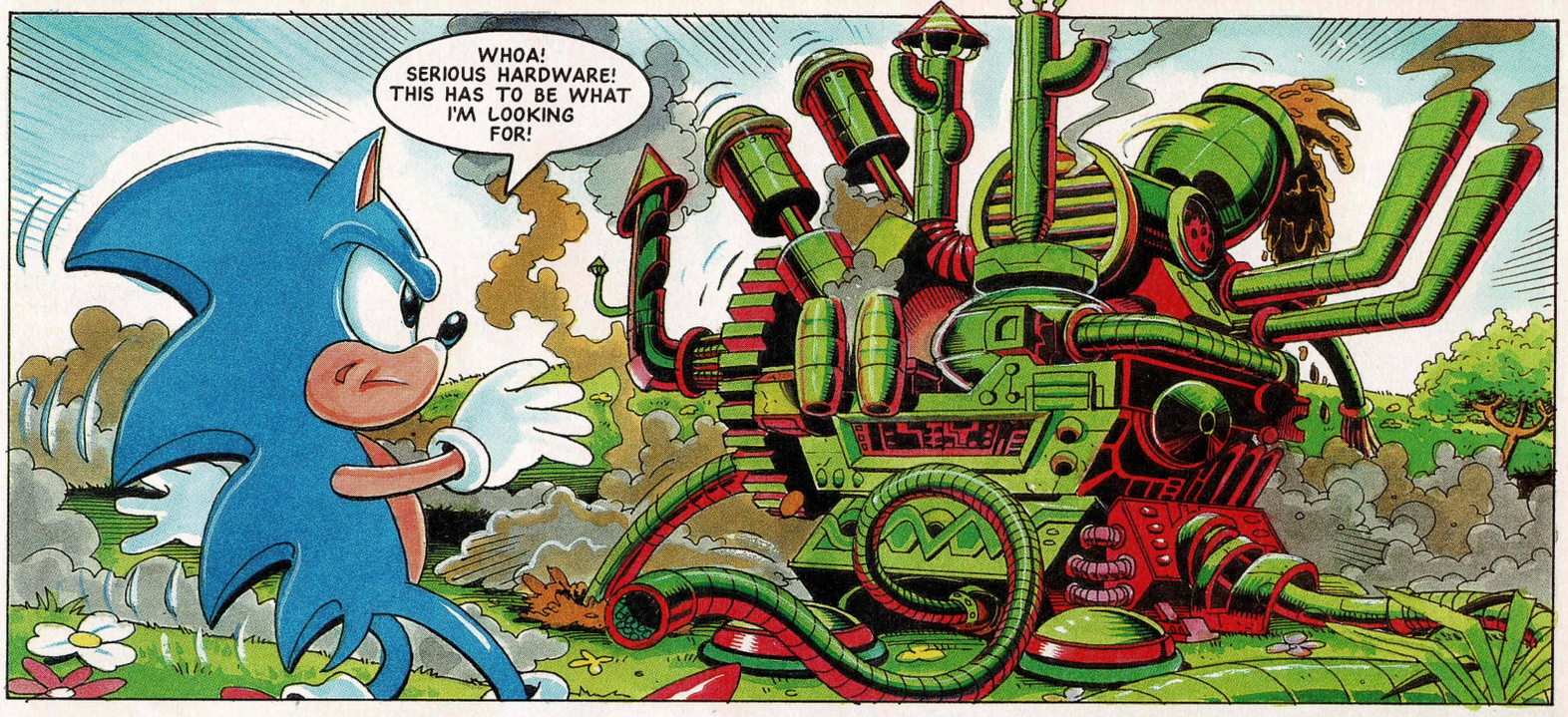
SONIC THE HEDGEHOG™

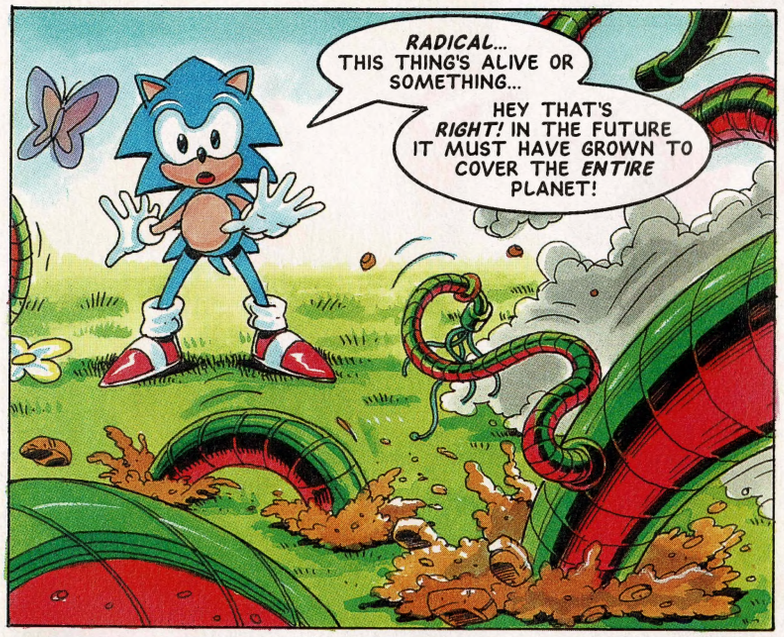
The Sonic Terminator Part 5

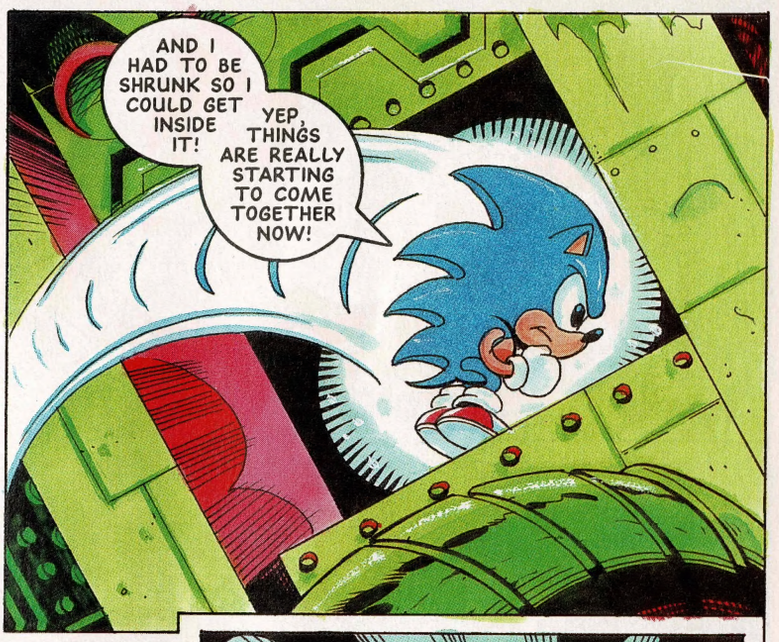
Script: Nigel Kitching
Art: Richard Elson
Lettering: Steve Potter

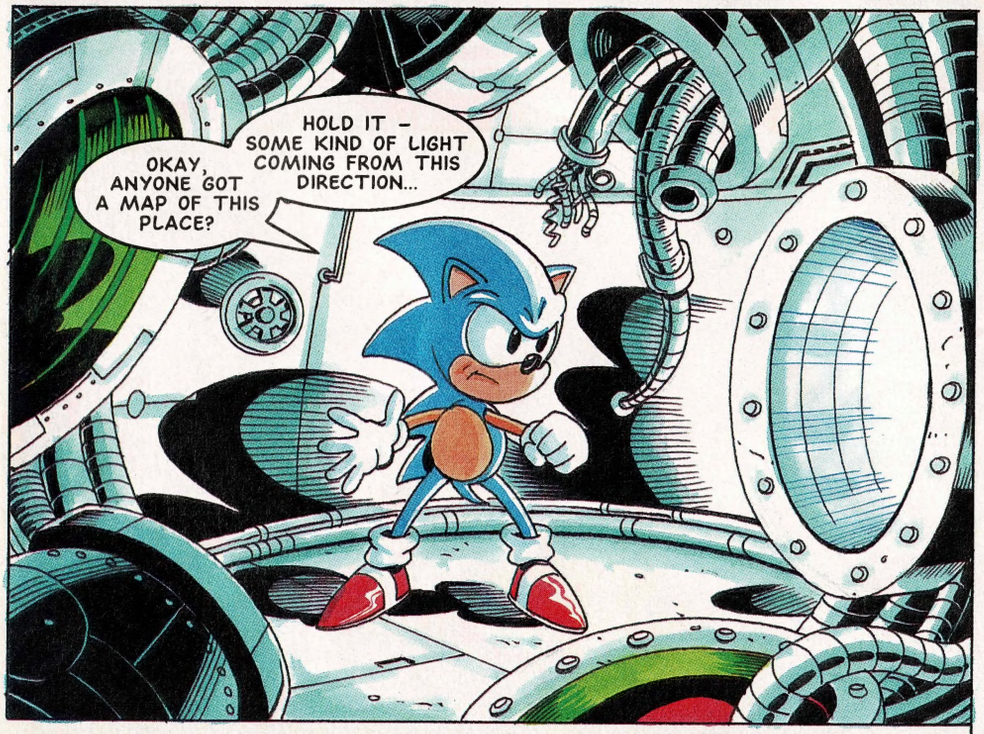

SHRUNK TO A FRACTION OF HIS NORMAL SIZE AND WITH ONLY A VERSION OF HIMSELF FROM THE FUTURE FOR HELP, HE NOW FACES THE ULTIMATE CHALLENGE...
ON THE MIRACLE PLANET SONIC FACES ROBOTNIK'S DEADLY ROBOT METALLIX... THE METAL SONIC!
RUN, JUST RUN! THE TIME STONE WILL TAKE YOU INTO THE PAST!
BUT WHAT AM I SUPPOSED TO DO?!
YOU'LL FIGURE IT OUT! I DID!

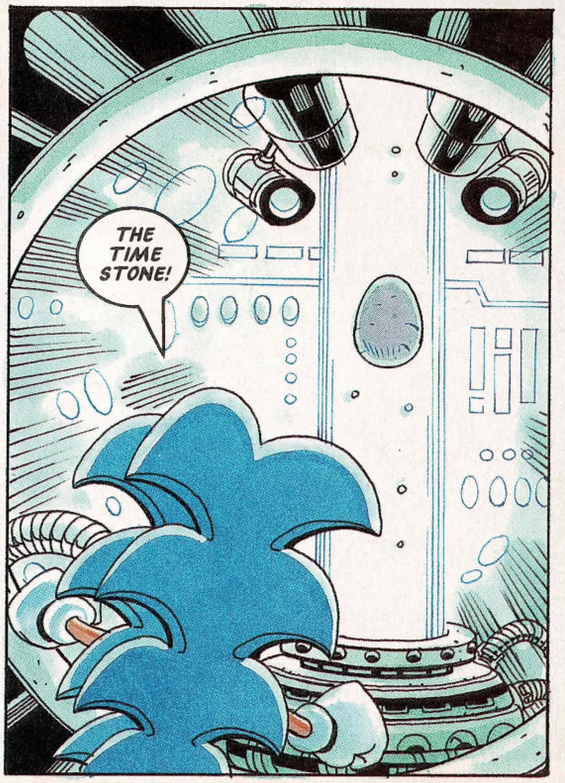

JUST RUN HE SAYS... I DON'T SEE ANYTHING HAPPENING...
HEY! SOMETHING'S HAPPENING TO THE TIME STONE! THIS MUST BE IT!
I'VE DONE IT! I'M TRAVELLING BACK IN TIME, WAY TO GO SONIC!
I also think I may be about to throw up...
YUP, THIS IS THE MIRACLE PLANET I REMEMBER, BEFORE ROBOTNIK'S MACHINE CAME ON THE SCENE!
HEY! WHAT HAPPENED TO THE TIME STONE?
DON'T KNOW WHAT I SHOULD DO NEXT, BUT THAT SMOKE SEEMS A PRETTY GOOD BET.

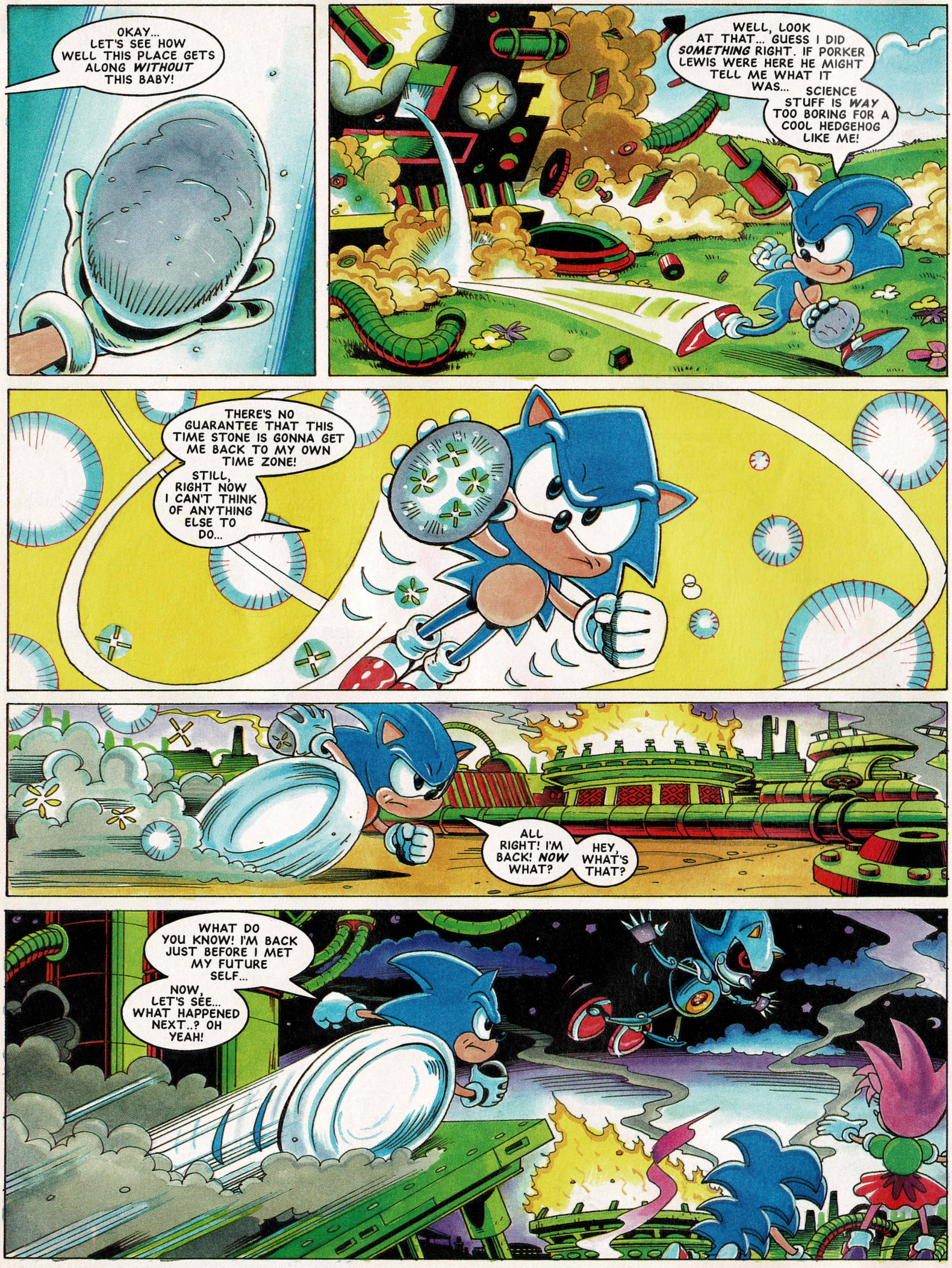

WHOA! SERIOUS HARDWARE! THIS HAS TO BE WHAT I'M LOOKING FOR!

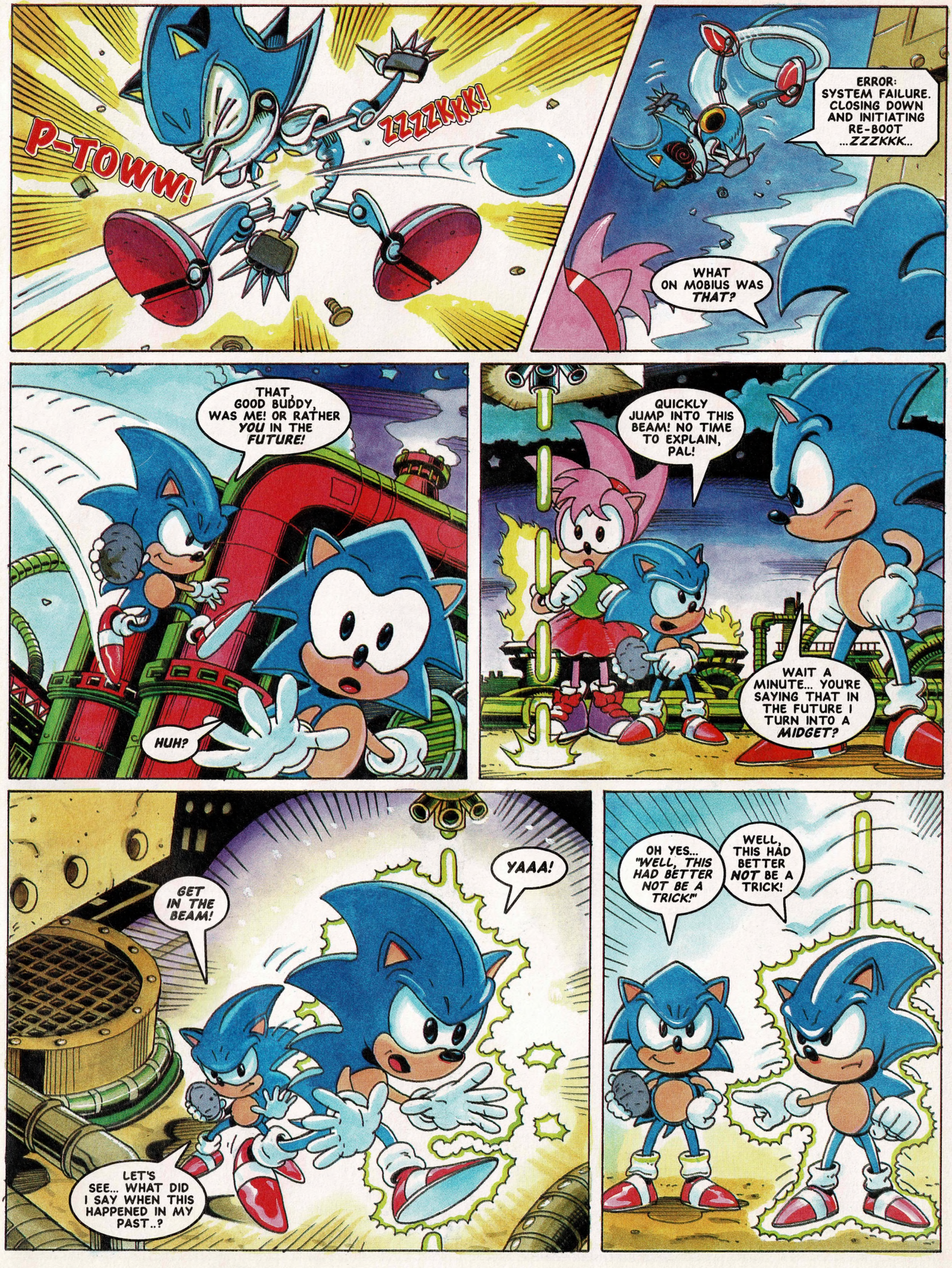

RADICAL... THIS THING'S ALIVE OR SOMETHING...
HEY THAT'S RIGHT! IN THE FUTURE IT MUST HAVE GROWN TO COVER THE ENTIRE PLANET!

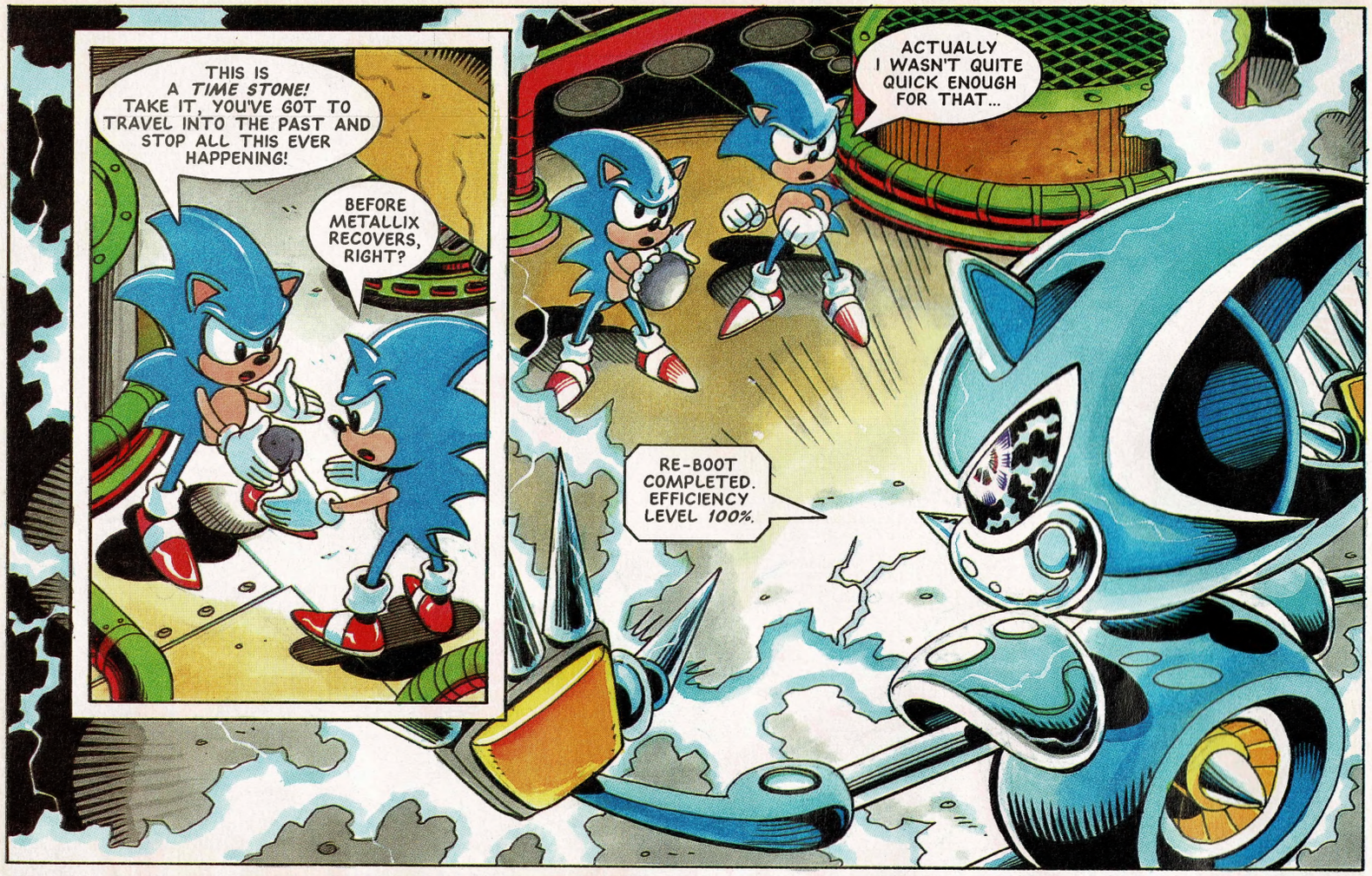

AND I HAD TO BE SHRUNK SO I COULD GET INSIDE IT!
YEP, THINGS ARE REALLY STARTING TO COME TOGETHER NOW!

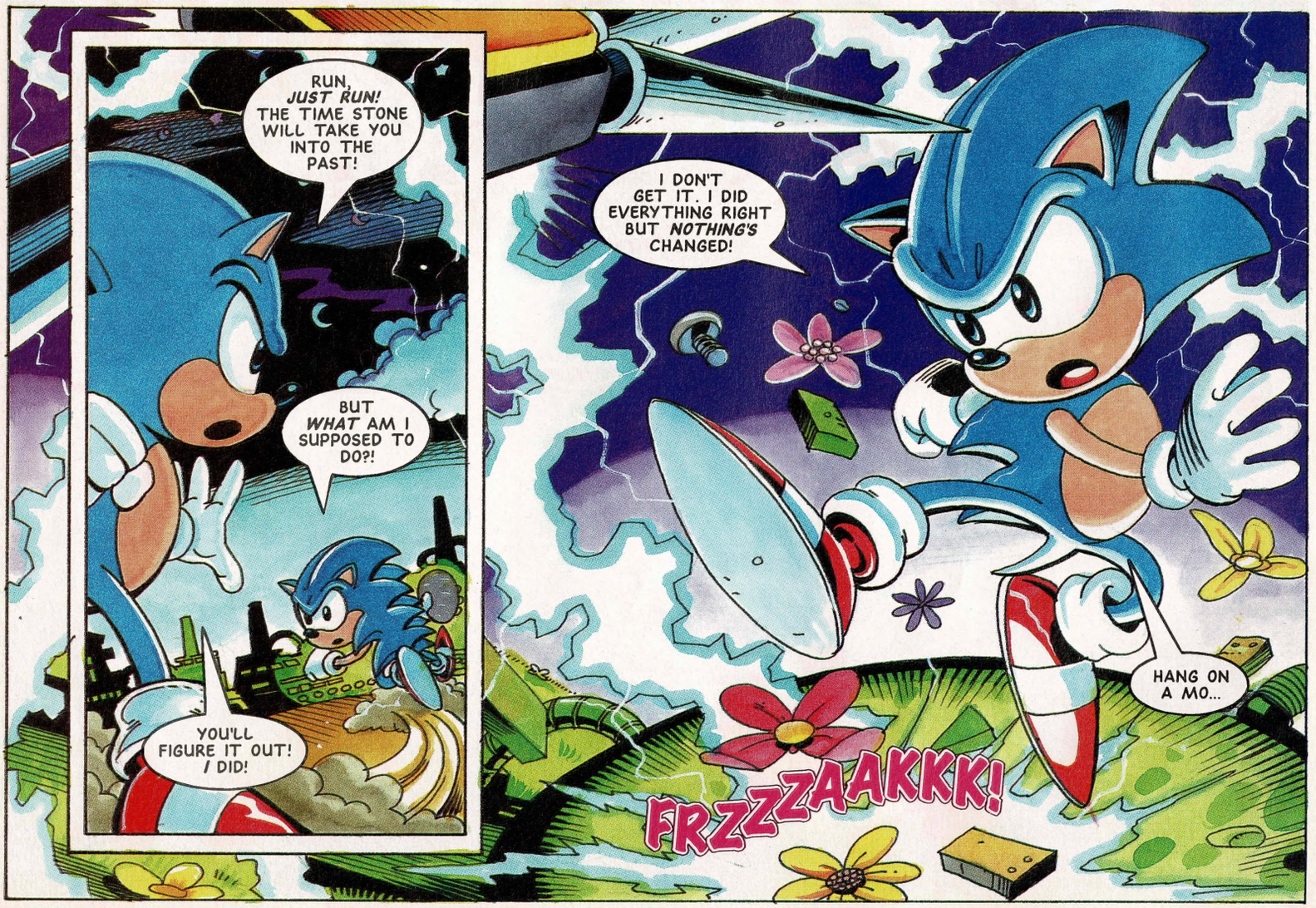

OKAY, ANYONE GOT A MAP OF THIS PLACE?
HOLD IT - SOME KIND OF LIGHT COMING FROM THIS DIRECTION...

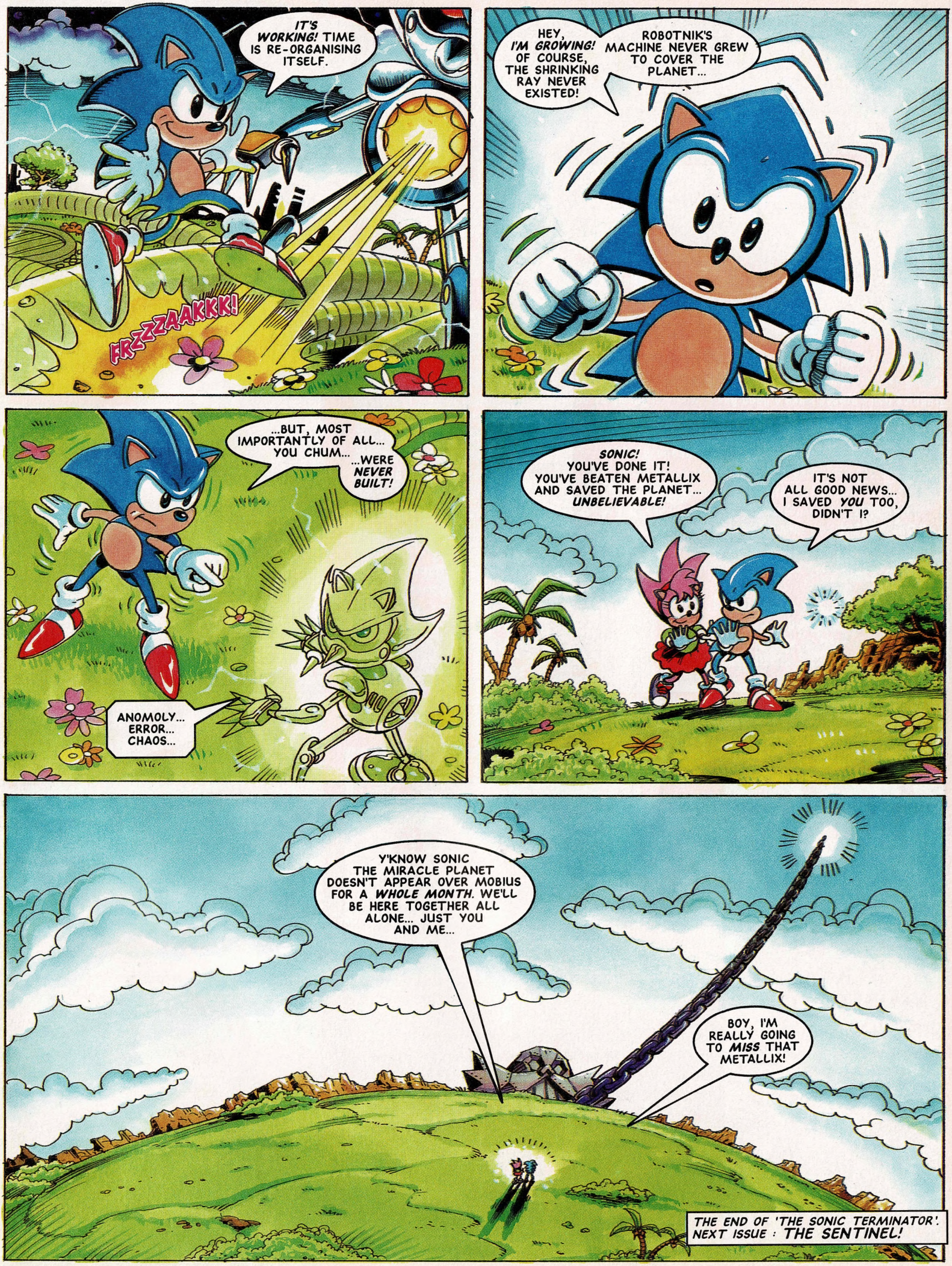

THE TIME STONE!


OKAY... LET'S SEE HOW WELL THIS PLACE GETS ALONG *WITHOUT* THIS BABY!
WELL, LOOK AT THAT... GUESS I DID *SOMETHING* RIGHT. IF PORKER LEWIS WERE HERE HE MIGHT TELL ME WHAT IT WAS... SCIENCE STUFF IS *WAY* TOO BORING FOR A COOL HEDGEHOG LIKE ME!
THERE'S NO GUARANTEE THAT THIS TIME STONE IS GONNA GET ME BACK TO MY OWN TIME ZONE!
STILL, RIGHT NOW I CAN'T THINK OF ANYTHING ELSE TO DO...
ALL RIGHT! I'M BACK! *NOW* WHAT?
HEY, WHAT'S THAT?
WHAT DO YOU KNOW! I'M BACK JUST BEFORE I MET MY FUTURE SELF...
NOW, LET'S SEE... WHAT HAPPENED NEXT..? OH YEAH!


P-TOWW!
ZZZZKKK!
ERROR: SYSTEM FAILURE. CLOSING DOWN AND INITIATING RE-BOOT ...ZZZKKK...
WHAT ON MOBIUS WAS *THAT?*
THAT, GOOD BUDDY, WAS ME! OR RATHER *YOU* IN THE *FUTURE!*
HUH?
QUICKLY JUMP INTO THIS BEAM! NO TIME TO EXPLAIN, PAL!
WAIT A MINUTE... YOU'RE SAYING THAT IN THE FUTURE I TURN INTO A *MIDGET?*
GET IN THE BEAM!
YAAA!
LET'S SEE... WHAT DID I SAY WHEN THIS HAPPENED IN MY PAST..?
OH YES... *"WELL, THIS HAD BETTER NOT BE A TRICK!"*
WELL, THIS HAD BETTER *NOT* BE A TRICK!


THIS IS A *TIME STONE!* TAKE IT, YOU'VE GOT TO TRAVEL INTO THE PAST AND STOP ALL THIS EVER HAPPENING!
BEFORE METALLIX RECOVERS, RIGHT?
ACTUALLY I WASN'T QUITE QUICK ENOUGH FOR THAT...
RE-BOOT COMPLETED. EFFICIENCY LEVEL *100%*.


RUN, *JUST RUN!* THE TIME STONE WILL TAKE YOU INTO THE PAST!
BUT *WHAT* AM I SUPPOSED TO DO?!
YOU'LL FIGURE IT OUT! I DID!
I DON'T GET IT. I DID EVERYTHING RIGHT BUT *NOTHING'S* CHANGED!
HANG ON A MO...
FRZZZAAKKK!


IT'S WORKING! TIME IS RE-ORGANISING ITSELF.
FRZZZAAKKK!
HEY, I'M GROWING! OF COURSE, THE SHRINKING RAY NEVER EXISTED!
ROBOTNIK'S MACHINE NEVER GREW TO COVER THE PLANET...
...BUT, MOST IMPORTANTLY OF ALL... YOU CHUM... ...WERE NEVER BUILT!
ANOMOLY... ERROR... CHAOS...
SONIC! YOU'VE DONE IT! YOU'VE BEATEN METALLIX AND SAVED THE PLANET... UNBELIEVABLE!
IT'S NOT ALL GOOD NEWS... I SAVED YOU TOO, DIDN'T I?
Y'KNOW SONIC THE MIRACLE PLANET DOESN'T APPEAR OVER MOBIUS FOR A WHOLE MONTH. WE'LL BE HERE TOGETHER ALL ALONE... JUST YOU AND ME...
BOY, I'M REALLY GOING TO MISS THAT METALLIX!
THE END OF 'THE SONIC TERMINATOR'. NEXT ISSUE : THE SENTINEL!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: *David Gibbon.*

DUNE 2 - THE BATTLE FOR ARRAKIS

game type: ACTION/STRATEGY
1 PLAYER

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

One look at the screenshots for **Dune 2 - The Battle for Arrakis** and you'd be forgiven for thinking that this game looks certain to be a bore. However, graphics don't always make a good game, whereas gameplay does, and this is where **Dune 2** scores very highly. The game is basically a 'building and defending an empire simulation' and plays in a similar way to the massive-selling *Sim City* which appeared on every format except the Mega Drive. Based on a series of sci-fi novels by *Frank Herbert*, **Dune 2** is set to impress gamesters everywhere ,and, having already received critical acclaim on the Amiga and PC, is bound to be a big hit.

The Emperor of Arrakis has laid down a challenge for the galaxy's three ruling Houses; the Harkonnen, the Atreides and the Ordos - to see which one is capable of dominating the planet. Playing the role of a general you work for one of these houses and, whichever one you choose to serve, the goal is to take control of Arrakis and it s Spice by wiping out the other two opponents or houses as they're known. Whoever gain s control of the production of Spice (the most valuable substance in this universe) will rule Arrakis. Spice is basically a drug and producing it will bring in money to help you build up your empire. The core of **Dune 2**'s strategy element concerns the manufacture and management of such functional building s as Spice refinement plants, factories (to create military fliers, tanks and nerve gas launchers), barracks (to train armies) and rocket turrets.

Fighting the opposition takes place in real-time and, unlike most wargames, all you do is point and click to launch an all-out assault. Throughout the game some superbly sampled speech tells you of enemy attack, completed construction and so on. **Dune 2** is incredibly addictive, with excellently designed gameplay and no unnecessary complicated controls. Most games like this take hours to understand, but **Dune 2** is immediately playable. - DG.

FAST FAX

PUBLISHER: VIRGIN
PRICE: £44.99

GRAPHICS 78
SOUND 87
PLAYABILITY 92

RAVES: The best strategy game available.
GRAVES: Very basic graphics.

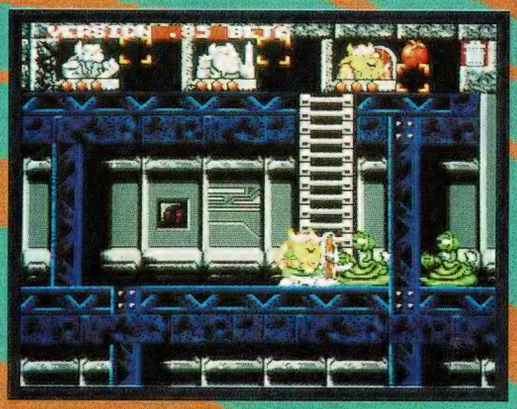
OVERALL 91%

THE LOST VIKINGS

game type: PLATFORM STRATEGY
1-2 PLAYERS

MD

Imagine you're one of three vikings, casually walking around, minding your own business when suddenly you're captured by an alien space ship. Well, that's exactly what happens in **The Lost Vikings** where we meet Erik the Swift, Baleog the Fierce and Olaf the Stout. Each one of these vikings possess individual strengths and skills (Erik has super speed, Baleog is a fearsome killer, Olaf (the slowest of the three) is a mean man with a shield. These skills serve as protection from enemies and even come in handy for para-gliding! Using these various skills you must make a team effort to rescue the lost vikings from the aliens and imminent doom.



The game uses a unique blend of witty dialogue, humorous sound effects, and detailed graphics to build up the characters distinct personalities. Players advance to the next level, of which there are 37, by learning to get the trio working together.

Unlike most platform games, you won't get anywhere unless you sit back, think about the problem you're currently facing, and then come up with a strategy. Nasties are lurking throughout the game, and as each viking can only take three hits before being killed, the best technique is to hide behind Olaf's shield whilst killing the baddie with your sword. Prompt boxes are scattered around each level - these give you instructions as to which buttons perform which actions and, more importantly, when you should use them. This is a really neat idea by Virgin as it saves looking through pages of instructions each time you're stuck.

The graphics in **The Lost Vikings** are excellent with some very nice touches of humour i.e., leave Olaf standing and he'll start to pick his nose! A very nice game then, with a perfect blend of platform and strategy to keep you addicted until its completion. - DG.

FAST FAX

PUBLISHER VIRGIN

PRICE £44.99

GRAPHICS 87

SOUND 79

PLAYABILITY 85

RAVES: A great blend of strategy and platform action.

GRAVES: Slow in places

OVERALL 86%

PGA EUROPEAN TOUR GOLF

game type: GOLF SIMULATION
1-4 PLAYERS

MD

FAST FAX

PUBLISHER ELECTRONIC ARTS

PRICE £44.99

GRAPHICS 79

SOUND 76

PLAYABILITY 83

RAVES: The best golf game available.

GRAVES: Not much different from its predecessor.

OVERALL 81%

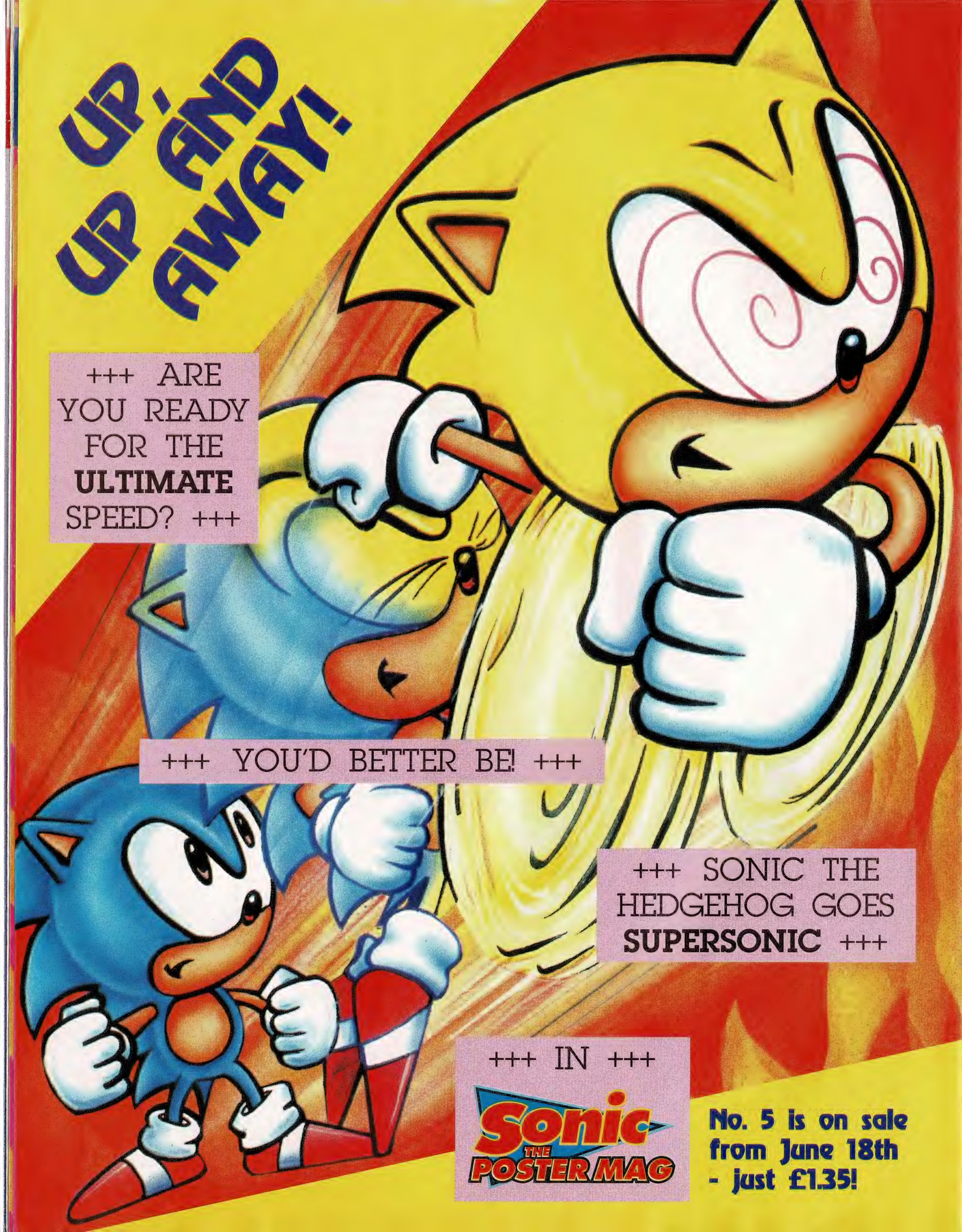
Golf is one of those games that looks very simple to the novice, but when you hear players talking of 'Eagles' and 'Birdies' you start to wonder if you need a degree in ornithology to play it properly. One thing's for sure, though; after playing **PGA European Tour** you'll get to know golf inside out. The publishers, Electronic Arts, have achieved great success with their previous PGA golf simulations, in particular *PGA Tour Golf 2*, which has won countless awards for being the most realistic golf game around.

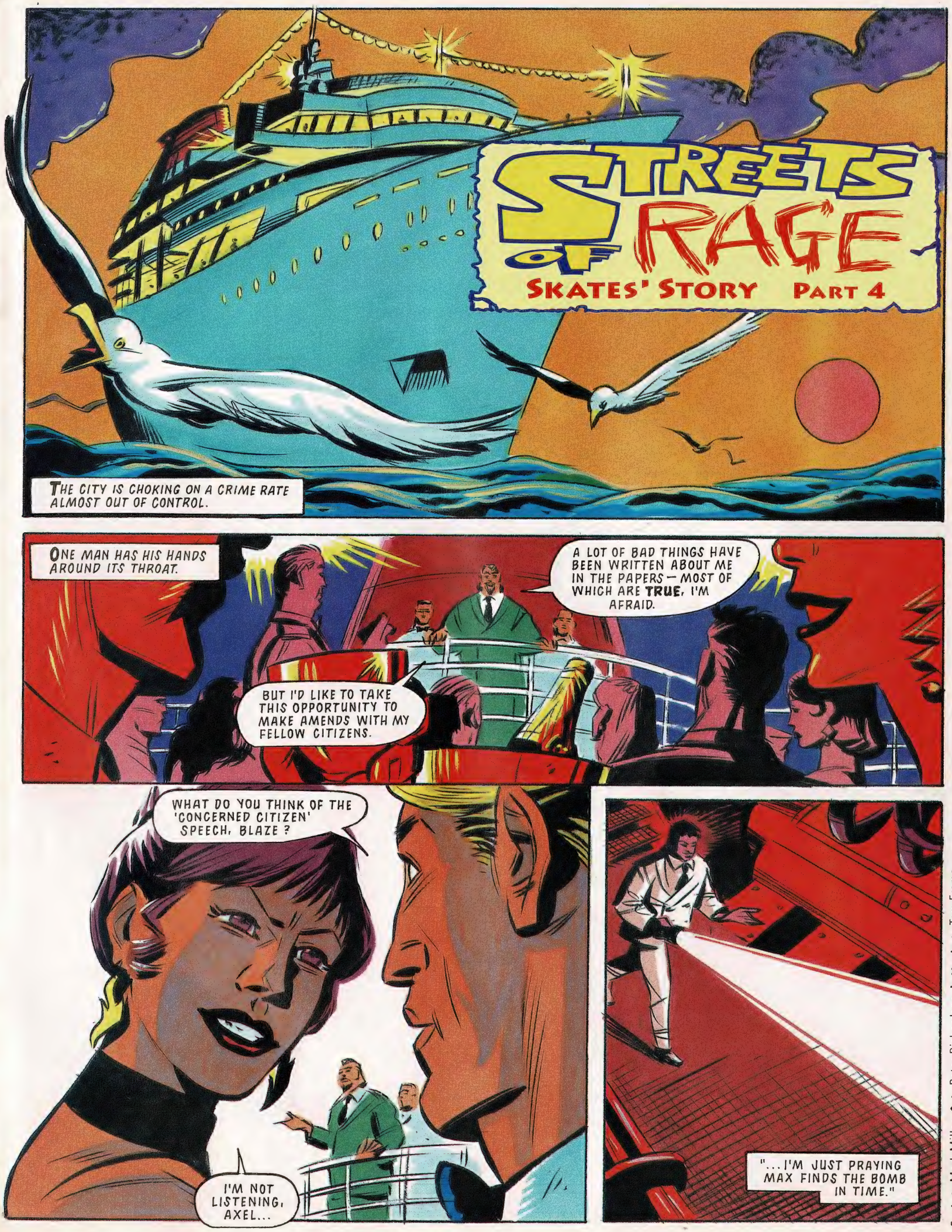
PGA European Tour Golf is actually *PGA Tour 2*, but with a few enhancements. The old game included all those American courses with lots of greedy bunkers. This, however, features five all new European courses which have supposedly less hazards for the golfer. Ten European players are now included, all of whom are better known to us than the American green-stalkers who populate *PGA Tour 2*.

PGA European Tour Golf allows you to play, amongst others, Nick Faldo and Severiano Ballesteros. You also get to enter five European tournaments. The game features crisper graphics and sound effects, various matchplay options and weather conditions. The weather control is a nice additional feature as the flight and roll of the ball is affected, as it would be in real life.

Without a doubt, this is the best golf game available on the Mega Drive, although one little niggle concerns how slow the game is when re-drawing the courses. The original game is now over two years old and this contains the same graphics engine!

In summary, the addition of a few tournaments and ten European players doesn't make **PGA European Tour Golf** a worthwhile investment if you already own *PGA 2*. However, if you don't own a *PGA* golf game and you want to go clubbing, then this is an essential purchase! - DG.


UP, UP AND AWAY!
+++ ARE YOU READY FOR THE ULTIMATE SPEED? +++
+++ YOU'D BETTER BE! +++
+++ SONIC THE HEDGEHOG GOES SUPERSONIC +++
+++ IN +++
Sonic THE POSTER MAG
No. 5 is on sale from June 18th - just £1.35!

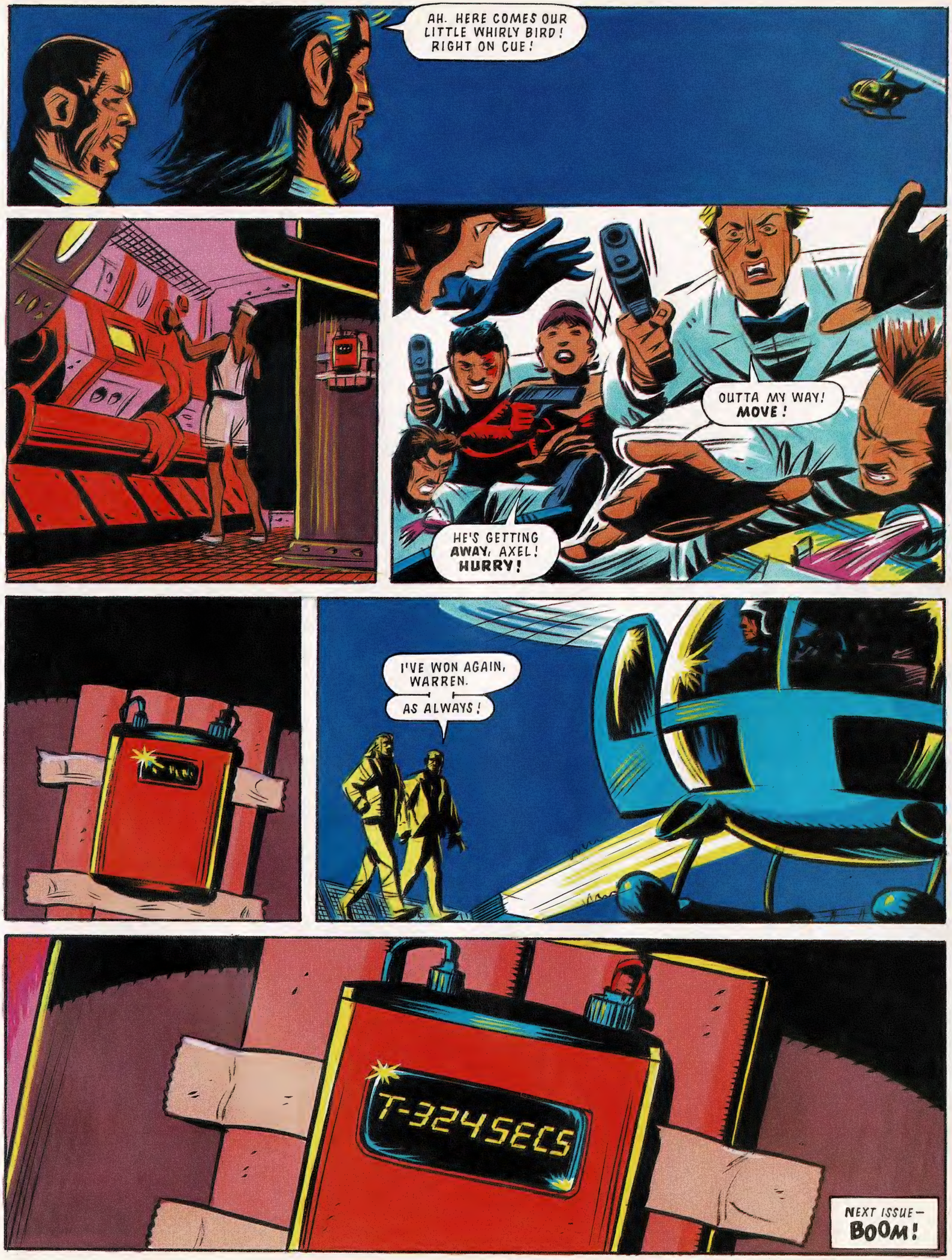

STREETS OF RAGE
SKATES' STORY PART 4
THE CITY IS CHOKING ON A CRIME RATE ALMOST OUT OF CONTROL.
ONE MAN HAS HIS HANDS AROUND ITS THROAT.
A LOT OF BAD THINGS HAVE BEEN WRITTEN ABOUT ME IN THE PAPERS — MOST OF WHICH ARE TRUE, I'M AFRAID.
BUT I'D LIKE TO TAKE THIS OPPORTUNITY TO MAKE AMENDS WITH MY FELLOW CITIZENS.
WHAT DO YOU THINK OF THE 'CONCERNED CITIZEN' SPEECH, BLAZE ?
I'M NOT LISTENING, AXEL...
"...I'M JUST PRAYING MAX FINDS THE BOMB IN TIME."

Script: Mark Millar **Art:** Peter Richardson **Letterin$:** Tom Frame

YOU'RE LATE, EPOSITO! WE BEEN WAITIN' NEARLY AN HOUR!
SORRY, ROACH! TRAFFIC WAS A BITCH!
WE'VE GOT THE BODY IN THE TRUNK!
WE WANT THE MONEY UP FRONT THIS TIME, MAN! YOU TOOK WEEKS TO PAY US LAST TIME!
TWO HUNDRED AND FIFTY, BOYS! CASH IN HAND!
JUST ICE THIS LITTLE PUNK GOOD STYLE!
AW MAN...
HA! WHAT'S THE MATTER, ROACH? CAN'T STAND THE SIGHT OF BLOOD?
NO WAY, MAN...
I LOVE THE SIGHT OF BLOOD!
KKLATCH!

I JUST WANNA SEE SOME OF YOURS!
BRAKABRAKA
EPOSITO!
SHUT UP!
HELL'S ANGELS
AAAAA!
YOU! EMPTY THEIR POCKETS!
NO PROBLEM!
CHEEZ...THANKS, ROACH! I THOUGHT I'D BOUGHT IT BACK THERE!
PLEASE...CALL AN AMBULANCE... I'LL TELL YOU...MR X'S PLAN, JUST...CALL AN AMBULANCE.
WE'RE LISTENING, EPOSITO!
THE 'PRINCESS GRACE'...HE'S GOT A BOMB STRAPPED TO THE BOILER...
HE'S GOING...TO DETONATE TONIGHT.

THERE'S HUNDREDS OF PEOPLE ON THE 'PRINCESS GRACE' FERRY.
C'MON! WE'VE **GOTTA** FIND THAT BOMB!
LISTEN TO YOURSELF, SKATES! YOU SOUND LIKE A STINKIN' COP...
JUST LIKE YOUR OLD MAN!
MY OLD MAN'S DEAD, ROACH!
SLIGHT DIFFERENCE!
NO LUCK, GUYS — I COULDN'T FIND A THING!
MAX! AXEL! MR X'S **GONE!**
SIX MINUTES TO DETONATION, WARREN.
I CAN'T WAIT TO HEAR THESE DEVILS SCREAM.


AH. HERE COMES OUR LITTLE WHIRLY BIRD! RIGHT ON CUE!
OUTTA MY WAY! MOVE!
HE'S GETTING AWAY, AXEL! HURRY!
I'VE WON AGAIN, WARREN.
AS ALWAYS!
T-324SECS
NEXT ISSUE— BOOM!

NEWS Zone

TAKE OFF WITH BOMBERMAN

Classic explosive multi-player action comes to the Mega Drive

Now hear this ... Hudsonsoft will be converting its multiplayer hit *Dyna Blaster* (also known as **Bomberman**) to the Mega Drive. What do you mean you haven't seen it, let alone played it on the Amiga, SNES or PC Engine?

The idea is to run around a maze and drop bombs to blow up monsters and blocks, not forgetting to collect powerups so you can drop more bombs with bigger explosions (and more besides). Sounds simple? It is, and it's all good, clean, family fun to boot. The consequences of playing against one, two or even three pals are hilarious.

You will need a Multi-Tap if more than two people are to play, but **Bomberman** is one of the best excuses to invest in one, or even two! Sources suggest that, unique to the Mega Drive version, up to eight players will be able to participate at the same time!

We reckon there's no reason why **Bomberman** won't be one of the most entertaining releases of this year. Find out for sure in November when it's released on the Mega Drive.

*At last you (and your friends) will beable to play with **Bomberman** (and his friends) on the Mega Drive.*

TINY TOONS PLAY BALL

Return of the Toons

Cartoon cuties the Tiny Toons are shaping up to make a second visit to the Mega Drive—not in another run 'n' jump romp but in **Tiny Toons Sports** from Konami. The sports in question are four-a-side Soccer and three-a-side Basketball, both simulated in the zany style you'd expect from the Loony Tooners.

The sports can be played individually (with or without a friend) or in 'story' form, with a selection of loony tunes and bright backdrops (including the University Sports Complex and Elmira's Back Yard) to help jolly along the proceedings.

There's a choice of 12 different Tiny Toons to control, and each character has his or her own abilities and, energy permitting, 'Desperation Shots'. For example, in the basketball, not only can Buster Bunny perform dunk shots with his ears, but anyone standing between him and the basket will be knocked in with the ball! In the soccer, Buster burrows underground to appear right in front of the goal; Elmira grabs her opponents and hugs them a little too hard for comfort, and Montana Max calls upon his car which he drives around the pitch, knocking over the other characters.

Sounds like a welcome relief from the multitude of more traditional, serious sports simulations available. Roll on October then, when **Tiny Toons Sports** is released.

Tiny Toons Sports: *small and cute but destined to deliver a big, erm, mean punch. Note that this picture was taken at an early stage in the games development and some details are subject to change.*

Turn overleaf for News Zone level 2 ...

CAN YOU CRACK IT ?

THIS IS A STEREOGRAM. STARE AT THE IMAGE,
DO NOT FOCUS ON IT AND EVENTUALLY ALL WILL APPEAR.
Trust Marko

THE ROCKET KNIGHT RETURNS

We have lift off ... Well, nearly. Rocket Knight adventurer Sparkster returns in October. Note that this picture was taken at an early stage in ***Sparkster's*** *development and some details are subject to change.*

Sparkster set to light up the MD

Sparkster, the high-flying star of Konami's *Rocket Knight Adventures*, returns to the Mega Drive in a new action-packed story simply called ... **Sparkster**.

Having defeated Pig Star at the end of his first adventure, Sparkster decided to take a well-earned (and peaceful) break. Five years on, the evil Pig Star's minions are feeling no less vengeful and have put a price on Sparkster's head. Now he has to take on a whole army of Nebulons - and to make matters worse, his girlfriend needs rescuing, too!

Fortunately, however, **Sparkster** has a few tricks up his sleeve: not only has he improved his control over his back-mounted rocket pack, he's also perfected his special Rocket Attack and a new, doubly powerful move called a Screw Rocket Attack.

Sparkster is nearing completion for release in October. Konami reckon they will be able to squeeze in 10 large platform-filled levels, plus a few hidden ones and bags of original ideas for good measure. Standby for blast off ...

SHORT BURSTS

ECCO 2 4 U

One of the biggest hits of 1993 has been updated and revamped. **Ecco 2** is making its way to your Mega Drive this September. This all new game features Ecco in a new set of challenges which feature incredible 3D sequences and even more amazing graphics and sound.

DYNAMITE AHEAD

Dynamite Headdy is set to be one of the most original games of 1994. Heady literally loses his head every time he wants to take out an enemy; he can also throw his head around the screen and exchange it for heads with different powers. The bosses and backdrops are beautifully detailed and animated and Headdy has plenty of bonus rounds to get through. Look out for his release ... this Christmas!

IT'S A STEAL!

Snatcher is the name of a new Konami adventure for the Mega-CD. It's set in the future where the player is a cop who has to hunt down rogue robots and bring them to justice. A mixture of text, animated pictures and action sequences is used to portray the story, and owners of a Justifier (as in the plastic pistol provided with Lethal Enforcers) can put it to good use in some of the shooting sections. **Snatcher** is released at the end of this year.

MEGA CD GAMES EXPLOSION!

Full-motion videos & 3D game releases see Sega's hottest summer yet!

First up is **Yumemi Mystery Mansion** a superb 3D mystery game. You get to wander around a house trying to find your sister who has been transformed into a butterfly! The graphics are very atmospheric and there are plenty of rooms and a creepy basement to explore. There are also secret passageways and plenty of items to collect, which keep your interest from waning.

Double Switch features ex-pop stars Debbie Harry and Corey Haims (ask your mum or dad!). You get to play with a similar Night Trap interface whilst protecting a building from some very weird inhabitants!

The most sizzling title is **Tomcat Alley** for the CD which has you flying a multi-million dollar jet taking out invading jets in different missions. This has to be the most impressive CD game to date with full sceen video and amazing dogfight action.

Jurassic Park finally makes it to the Mega CD. This is more of a strategy simulation with you wandering around the park trying to stay alive! It includes some good FMV and puzzles to solve.

MARKO's MAGIC!

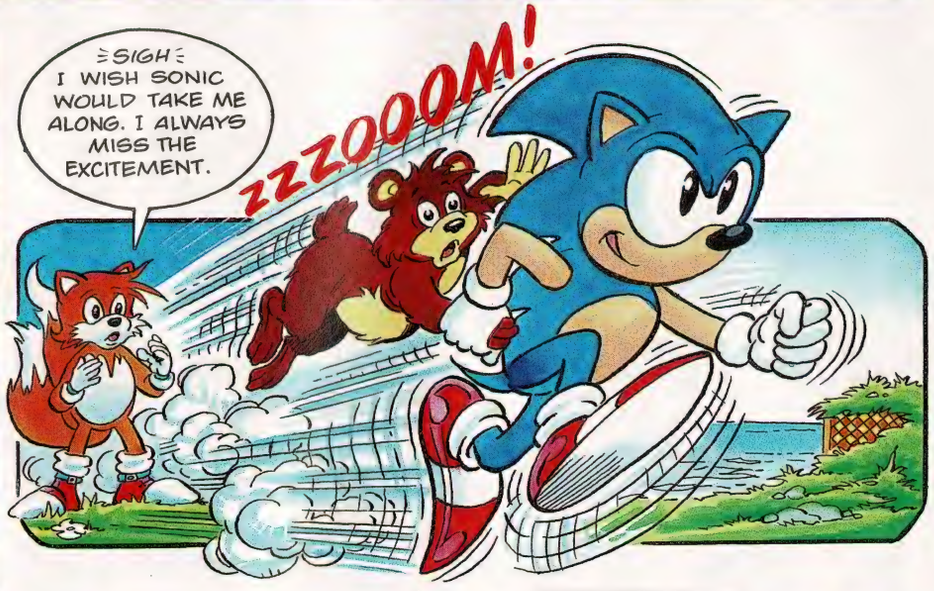
Welcome to the world of Marko, a world of cartoon madness. Experience the addictive blend of football skills and platform action that combine to make a superb gameplaying experience. Add the most incredible graphics ever to be seen and the result is **Marko's Magic Football.** It's just like playing a cartoon.

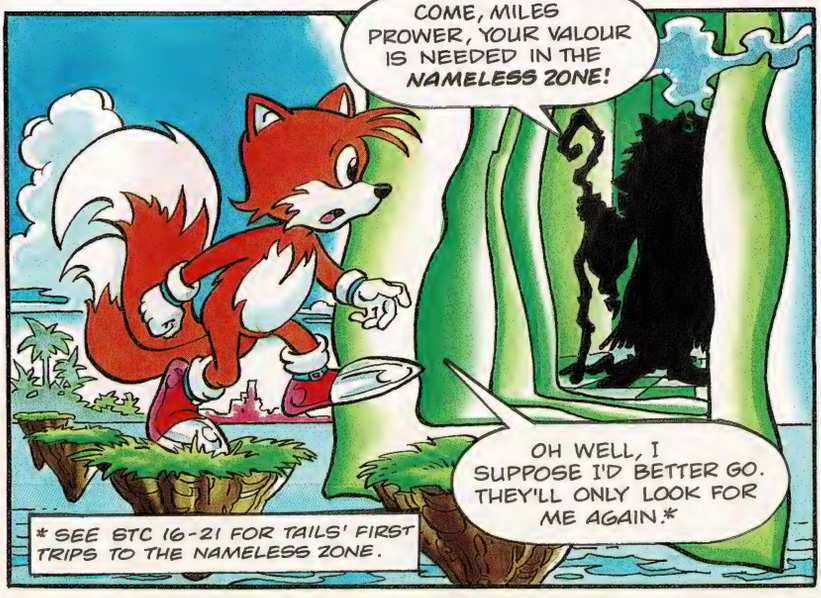
Tails

The Morbidden Hunt

Part 1

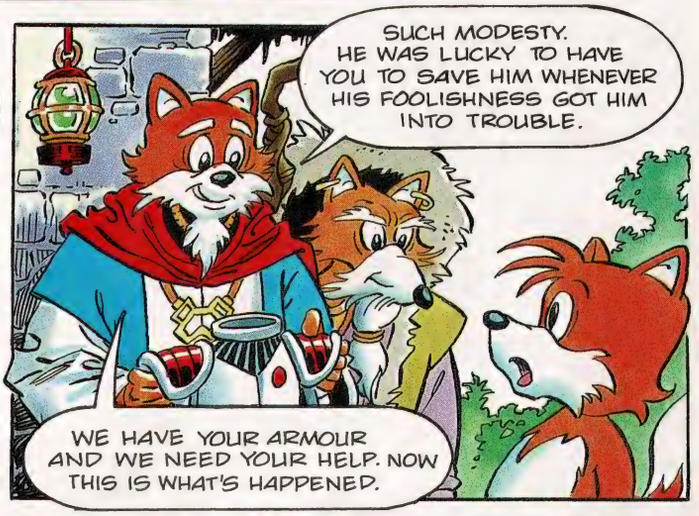
Script: Mark Eyles
Art: Casanovas/John M. Burns
Lettering: Elitta Fell




COME, MILES PROWER, YOUR VALOUR IS NEEDED IN THE NAMELESS ZONE!
OH WELL, I SUPPOSE I'D BETTER GO. THEY'LL ONLY LOOK FOR ME AGAIN.*
* SEE STC 16-21 FOR TAILS' FIRST TRIPS TO THE NAMELESS ZONE.

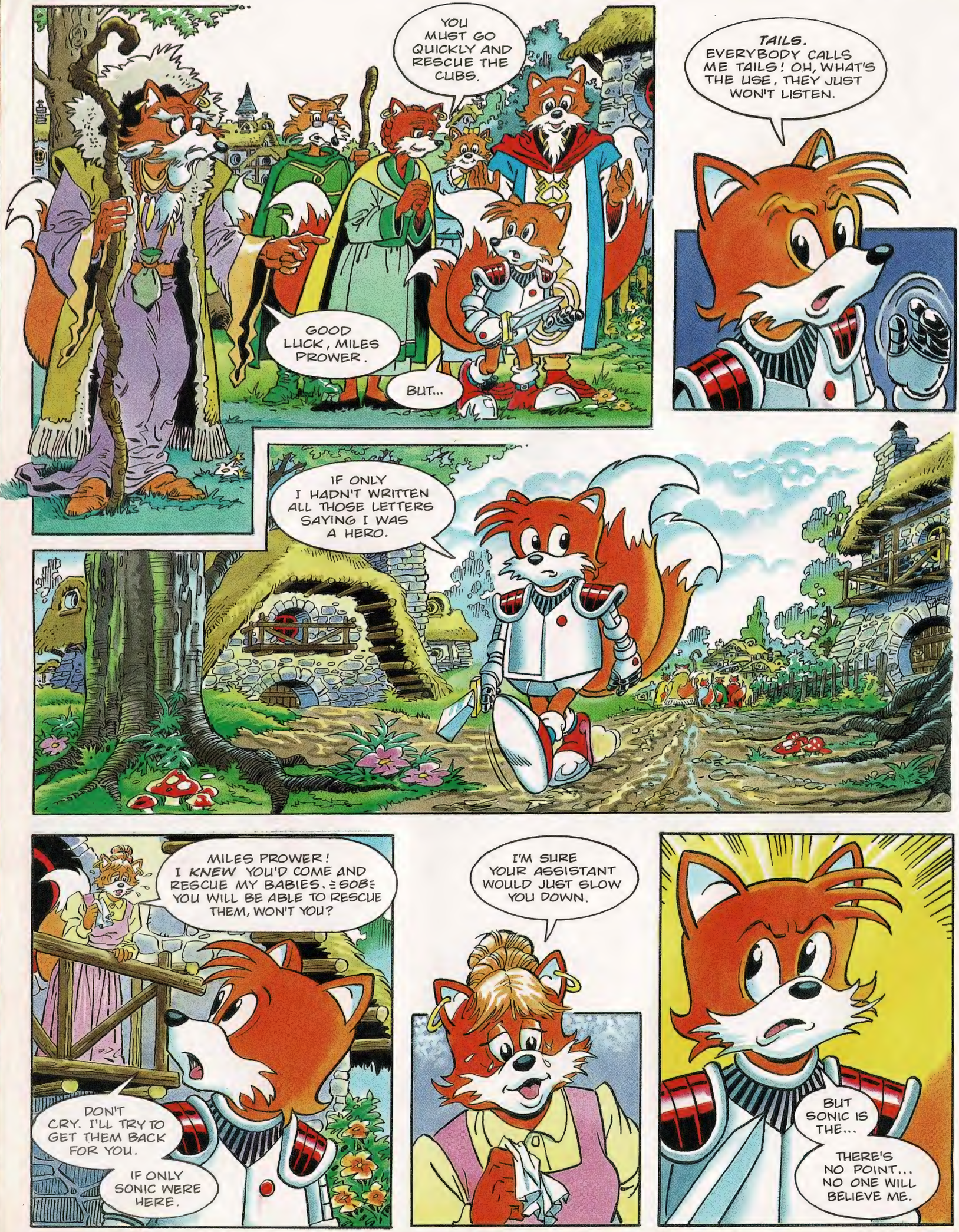
SHAMAN WARPULL AND THE VILLAGE ELDERS. OH GOLLY! NOW I'M FOR IT.
MILES PROWER, YOUR LETTERS HOME HAVE DESCRIBED YOUR BRAVE DEEDS AIDED BY YOUR ASSISTANT TONIC.
JUST CALL ME 'TAILS' AND IT'S SONIC. HE'S THE...

NEVER MIND THIS CONIC! THE ENCHANTER KINGS TOLD SHAMAN WARPULL HOW TO OPEN THE PORTAL TO MOBIUS SO THAT WE COULD SUMMON YOU.
SONIC— HE'S THE BRAVE ONE...


SUCH MODESTY. HE WAS LUCKY TO HAVE YOU TO SAVE HIM WHENEVER HIS FOOLISHNESS GOT HIM INTO TROUBLE.
WE HAVE YOUR ARMOUR AND WE NEED YOUR HELP. NOW THIS IS WHAT'S HAPPENED.

"...GOBLINS CAME IN THE NIGHT AND STOLE TWO CUBS, JIMMY AND JILLY.

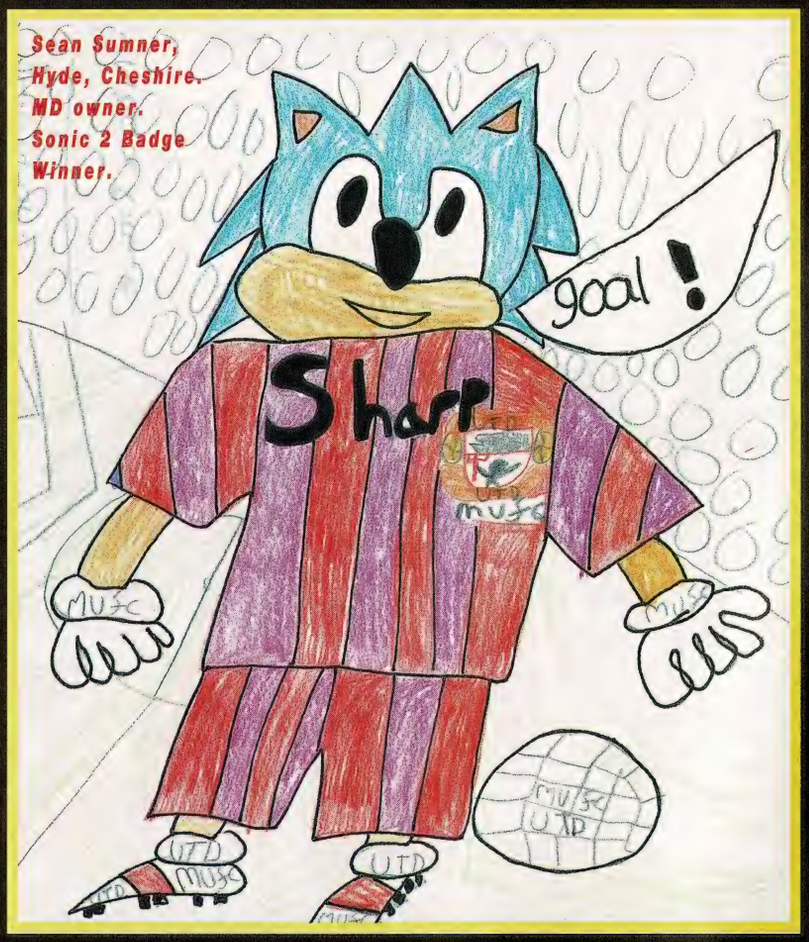
STOP!
"...THEY RODE NORTH TOWARDS CASTLE MORBIDDEN."


YOU MUST GO QUICKLY AND RESCUE THE CUBS.
GOOD LUCK, MILES PROWER.
BUT...
TAILS. EVERYBODY CALLS ME TAILS! OH, WHAT'S THE USE, THEY JUST WON'T LISTEN.
IF ONLY I HADN'T WRITTEN ALL THOSE LETTERS SAYING I WAS A HERO.
MILES PROWER! I KNEW YOU'D COME AND RESCUE MY BABIES. =SOB= YOU WILL BE ABLE TO RESCUE THEM, WON'T YOU?
DON'T CRY. I'LL TRY TO GET THEM BACK FOR YOU.
IF ONLY SONIC WERE HERE.
I'M SURE YOUR ASSISTANT WOULD JUST SLOW YOU DOWN.
BUT SONIC IS THE...
THERE'S NO POINT... NO ONE WILL BELIEVE ME.

THE THRONE ROOM OF CASTLE MORBIDDEN.
WHY'S MY STUPID BROTHER TAKING SO LONG, LIEMOULD? I'M TIRED OF WAITING – BURP.
YOU KNOW HOW UNTRUSTWORTHY YOUR YOUNG BROTHER CAN BE, QUEEN VULPECULA.
CATALUS SAID HE'D GET SOME FOXES SO WE COULD HUNT HERE IN THE CASTLE.
YOU KNOW YOU COULD HAVE GONE YOURSELF.
DON'T BE STUPID, LIEMOULD! I AM THE QUEEN! I'M NOT CHASING AROUND THE NAMELESS ZONE LOOKING FOR FOXES. THEY CAN COME TO ME! QUEEN VULPECULA HUNTAR!
MEANWHILE TAILS IS MAKING HIS WAY NORTH TOWARDS CASTLE MORBIDDEN.
HUNGRY!
LUNCHTIME!
FOOD!
AT LEAST IT'S QUIET HERE.
NEXT ISSUE: FOXHUNT!

GRAPHIC Zone

Come on you blues! As World Cup action kicks off on Friday, 17 June, here's a special all-star selection of footballing Sonics that deserve an STC appearance. Well done to the Boomers with the skilfull pen-control who will each receive a Sonic 2 enamel badge.



Sean Sumner, Hyde, Cheshire. MD owner. Sonic 2 Badge Winner.

Luke Burgess, Weston-Super-Mare, Avon. Sonic 2 Badge Winner. →

Ian Wallace, Rugby, Warwick-shire. Game Gear owner. Sonic 2 Badge Winner. →

↑
Joseph Luckham, Faversham. MD owner. Sonic 2 Badge Winner.

Sean Donnelly, Fleetwood, Lancs. MD owner. Sonic 2 Badge Winner. →

To help get your handywork selected, please take note of the following tips:-

* Draw in ink on white paper (avoid pencil or crayons)

* Be original and don't copy pictures from the comic - try to come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

Thanks to those Boomers who inundated STC with soccer pics. However, please *do not* send in any further football related drawings as a non-Sonic team has already been selected for the next issue of STC.

"If you haven't got the ball you can't score goals."

(Brian Clough)

Three 'Umbro Elite' balls. Around £1·40.

Subbuteo
Accessories

"Puts the game in a different league, Brian."

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Q Zone

JUNGLE BOOK SPECIAL

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

Still riding high in the charts, Jungle Book is another Disney film turned video game that has proved to be a very nice platformer. STC's game guru, *David Gibbon* assumes the role of Mowgli to bring you the complete Master System/Game Gear solution in this Q Zone Special.

LEVEL 1

JUNGLE BY DAY

FIND EIGHT GEMS

Start by going right. Jump on the see-saw to reach the upper platform and go right. Grab hold of the first vine you come to, jump right to reach the next vine and climb to the top. Walk left, then jump right to reach a higher platform and collect the first gem. Return to the vine and jump right to see the second gem. Continue right until you come to another vine, climb it and jump up to the higher platform. Walk across the vine tightrope until you reach the edge of the platform. From here you'll be able to see the next gem. Jump onto it and let yourself fall through the bridge, walk left and jump onto the vine tightrope to find the fourth gem. Go left until you reach the platform at the bottom, then head right, collect the fifth gem and jump across the planks on the bridge to collect the sixth gem. Continue right, swing over the hole using a vine and go right and up three platforms. Climb up another vine and you'll see the seventh gem in mid-air. Now, head up to the very top of the level, go right and you'll reach the final gem.

LEVEL 2

THE GREAT TREE

FIND EIGHT GEMS

Walk right, go through the tree and climb the vine to see the first gem. Get back down to the bottom of the level, go left and jump on the lizard's tongue to jump up and reach the next vine. Collect the second gem, climb up another vine and you'll automatically be thrown up to the next branch. Go right, through the tree and climb the vine to find the third gem. At the top of the branch, head left through the tree and up another vine. A springy snake will project you upwards, and there you'll find the fourth gem hiding in the bushes. Climb another vine, jump on the snake to collect the fifth gem and, using the snake again, go through the tree and climb the vine. Collect the sixth gem, and head straight up to find the seventh gem. Come back down to the branch with the springy snake, and, standing on the edge of the branch, run and you'll be able to get through the hole in the tree. Head up to reach the final gem, again, concealed in some bushes.

BOSS 1: KAA

Getting rid of this pesky snake is simple when you know how. Stand in the middle of the screen, next to the springy snake. As soon as Kaa emerges from the ground, bounce on the snake and jump over Kaa. Keep firing at him until he retreats into the ground. Then keep repeating the process. Easy, isn't it?

Keep jumping over Kaa using the springy snake and this boss should prove no problem.

LEVEL 3

DAWN PATROL

This level is basically a bonus game that allows you to collect power-ups, amongst other things. The whole screen will scroll along so you need to be fairly quick and accurate when jumping from one elephant to another. Watch out for the parrots as just one hit will end this level. Duck down to avoid the birds and you should be fine.

LEVEL 4

THE RIVER

REACH BAGHEERA

Go right and jump onto the turtle's back, but make sure you stand near his head. As soon as you reach a gem, jump up to collect it and land on the river bank. Go right until you come to a series of logs, then watch for the first one rising from the water and hop across them until you reach the river bank. Go right and jump onto the crocodile's closed mouth! As soon as his mouth is wide open, jump up to collect a gem. Get back on the croc and hop onto the next river bank. Jump onto the next croc and then onto the lower level of the river bank. Jump onto the top bank and head right, once you're back in the water jump across the stepping stones. Now, go, right and, avoiding the jumping fish, you'll eventually reach the big black cat.

When the turtle has reached the gem, jump straight off onto the river bank otherwise it's farewell to Mowgli!

LEVEL 5
IN THE RIVER
FIND BAGHEERA

You're in the river again, only this time you will be travelling down it on Baloo's stomach. However, you'll encounter various obstacles including whirlpools and monkeys! It's basically a case of jumping either in the air or onto a river bank, then back onto the floating bear in the water. When you reach the end, jump onto the bank and run to Bagheera.

LEVEL 6
THE VILLAGE
FIND BAGHEERA

Head left to shoot the banana and collect an extra life, then go right and onto the first tree branch. Jump through the hole in the tree. Go right, and fall to the ground. Jump on the hidden snake on the roof of the hut to get through the hole in the tree. Go right, jump onto the single vine and onto the next tree branch to the right. Go through another tree hole and onto the ground. Watch out for the invasion of monkeys, and try to climb up the vine by using the snake on top of the hut. Head right, through a tree hole and get onto the long vine. Jump across to the smaller vine, get through another tree hole and jump up onto the tightrope. Go right, and when you reach the end, drop down. Kill the monkeys, head right and you'll see Bagheera.

LEVEL 7
THE TEMPLE
REACH BAGHEERA

Go right, then fall down to the next level when the ground opens up. Touch the frog to give you extra height, and use the snake to get back up to the top. This level is fairly easy, but you can get lost if you don't know where you're going. Keep travelling right along the top of the level until you reach the end. Then, go to the very bottom of the level and head right to reach Bagheera. You can, of course, search the level if you want to pick up some bonus points.

*One of **Jungle Book's** more difficult bosses. Keep to the set pattern and the monkey shouldn't prove too much of a problem.*

BOSS 2: LOUIE 1

Unfortunately, this boss is not so easy. Stand on either side of the screen and, when you think Louie is about to fall, move to the opposite side and fire at him. As soon as the rocks head down, jump over them and land on the other side of the screen. Repeat these actions, and you'll eventually defeat him.

LEVEL 8
THE FALLING RUINS
REACH BAGHEERA

This is one of those levels that is simple in theory, but hard in practice. Keep heading up until you reach the very top, then go right to finish. Most of the time will be spent jumping across platforms that disintegrate, so you need to be fast and accurate. Watch out for the falling rocks along the way. Also, you'll come across a springy snake at the very top of the level. When you jump off this, head right and try and land in the middle of the spikes.

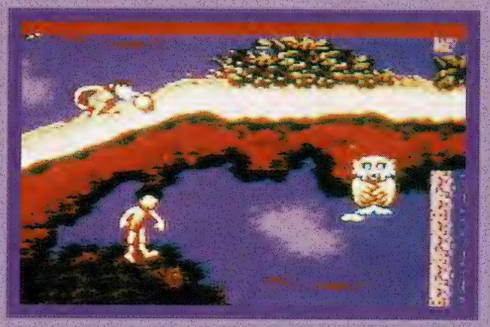
BOSS 3: LOUIE 2

These bosses keep getting harder. Stand on either side of the screen, and when Louie is about to jump down, quickly move to the centre of the screen and fire at him. As the rocks come down, jump to the opposite side of the screen, and then jump over them. Again, repeat this process to win. Very difficult, but it can be done.

Louie's returned from the dead and he's up to more monkey business! Keep firing and dodging those rocks to stay king of the jungle.

LEVEL 9
JUNGLE AT SUNSET
FIND EIGHT GEMS

Go right, and jump onto the swinging vine. Head right, jump left off the springy snake, jump onto another vine and onto a swinging vine. Go left, jump on the see-saw, then onto the springy snake to collect the first gem. Go up, then head right to find the second gem. Jump right onto a small platform, then jump right again to another platform next to a bridge. Jump across the bridge and collect the third gem. Fall down to see the fourth gem, go right and fall to the very bottom level. Continue right, then climb up a long vine to find two more gems. Return to the bottom, head left across a swinging vine until you come to a tightrope. Jump up and grab ahold, then go left to the final gem.



Jump up and shoot the poor old owl, and he'll only be too pleased to drop some apples for you!

LEVEL 10
JUNGLE BY NIGHT
FIND EIGHT GEMS

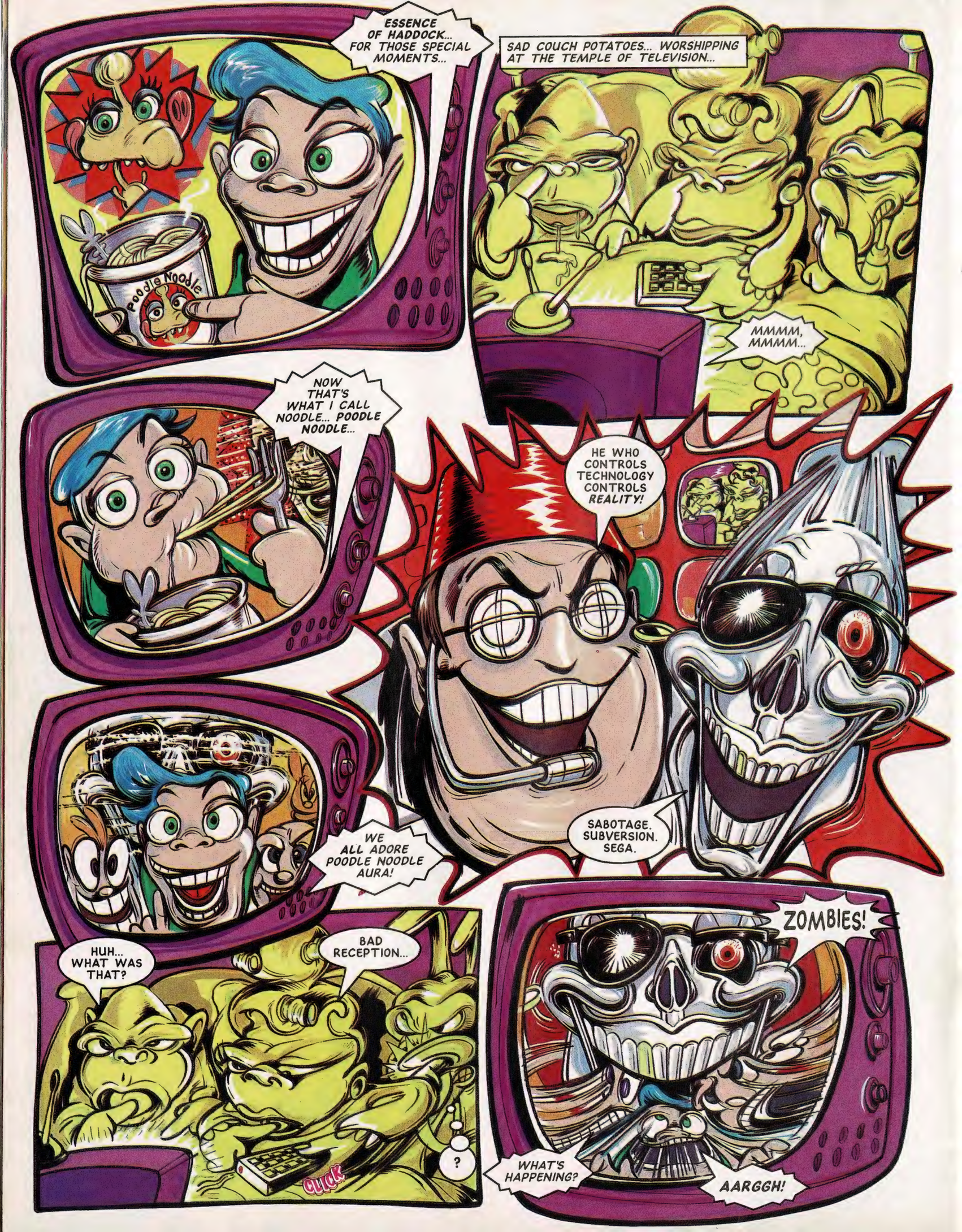
Go right and jump across the gap, collecting the first gem in mid-air. Walk right to pick up the second gem, then go left and jump up using the see-saw to grab the vine. Go right, fall down to collect the third gem, go left and get back up to the see-saw you just passed. Jump on it, head left and up onto the top platform. Go right, kill the snake and collect the fourth gem. Jump across the bridge to the next platform. Fall down, kill the two bats, then jump right and continue right to pick up the fifth gem. Jump onto the single vine, jump right onto the bottom platform and jump right to collect the sixth gem and hang onto a vine. Jump back on the left platform, and using the snake, jump up to reach the see-saw. Jump upon the seesaw and, pressing the jump button on your joypad each time you leap up, you'll be able to land on the bridge to collect the seventh gem. Land back on the lower platform and repeat the procedure to grab hold of a high vine near the bridge. Collect the final gem here.

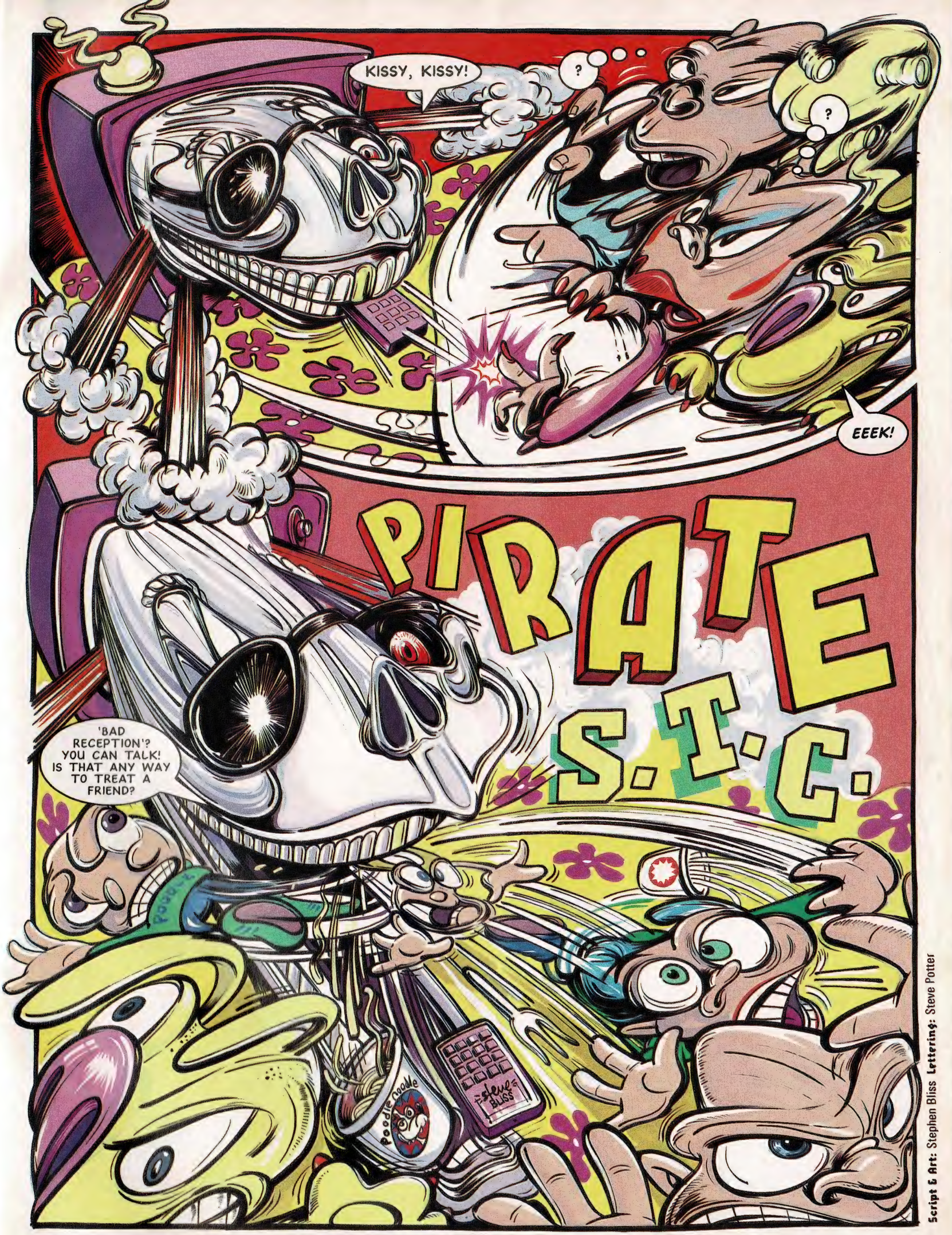
FINAL BOSS: SHERE KHAN

The final boss is the hardest of them all. You'll need to constantly jump from the ground to the upper branches to avoid being burned by the fire. Each time the tiger moves his tail, move up to him and fire, then quickly pull away so you don't get hit by his tail. Keep repeating this action and you should have completed the game. If not, look out for a great cheat in the next Q Zone.

TOP TIPS

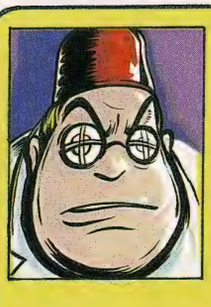
1. Always shoot at the bananas, they could contain anything from an extra life, or a continue, to a super boomerang!
2. Shooting at the owl results in dropped apples, which can be picked up for bonus points.
3. Approach unknown areas as slowly as possible. This way you avoid running into severe danger.
4. Once you've learned the game, try and search as much area as possible; there are quite a few extra lives hidden around the game.
5. The bosses are difficult, but they do have a pattern which can be mastered. Achieve this and no-one can stand in your way!


ESSENCE OF HADDOCK... FOR THOSE SPECIAL MOMENTS...
Poodle Noodle
SAD COUCH POTATOES... WORSHIPPING AT THE TEMPLE OF TELEVISION...
MMMM, MMMM...
NOW THAT'S WHAT I CALL NOODLE... POODLE NOODLE...
HE WHO CONTROLS TECHNOLOGY CONTROLS REALITY!
SABOTAGE. SUBVERSION. SEGA.
WE ALL ADORE POODLE NOODLE AURA!
HUH... WHAT WAS THAT?
BAD RECEPTION...
?
CLICK
ZOMBIES!
WHAT'S HAPPENING?
AARGGH!



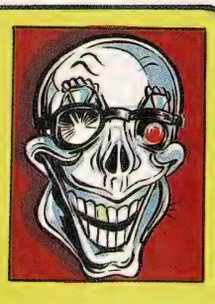
Script & Art: Stephen Bliss Lettering: Steve Potter

F.I.B. INFORMATION



FEZHEAD

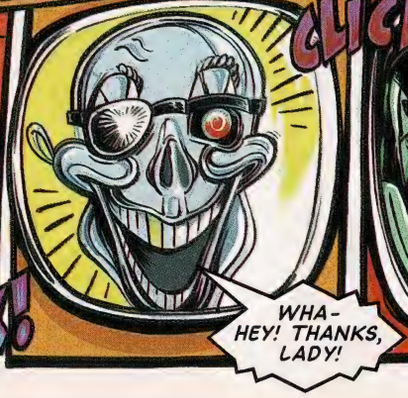
- Time Traveller.
- Moves through cyberspace via television systems; can access any location whilst TV receiver is operative.
- Television pirate. Troublemaker.
- Computer psychogenius. Master of molecular restructure.
- Weakness: Wears backflip wrap around hair mat wig to cover bald patch under fez.

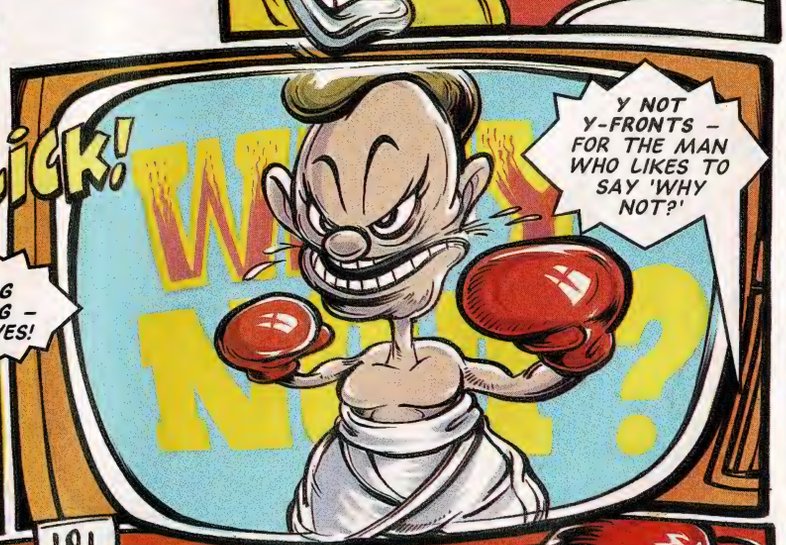


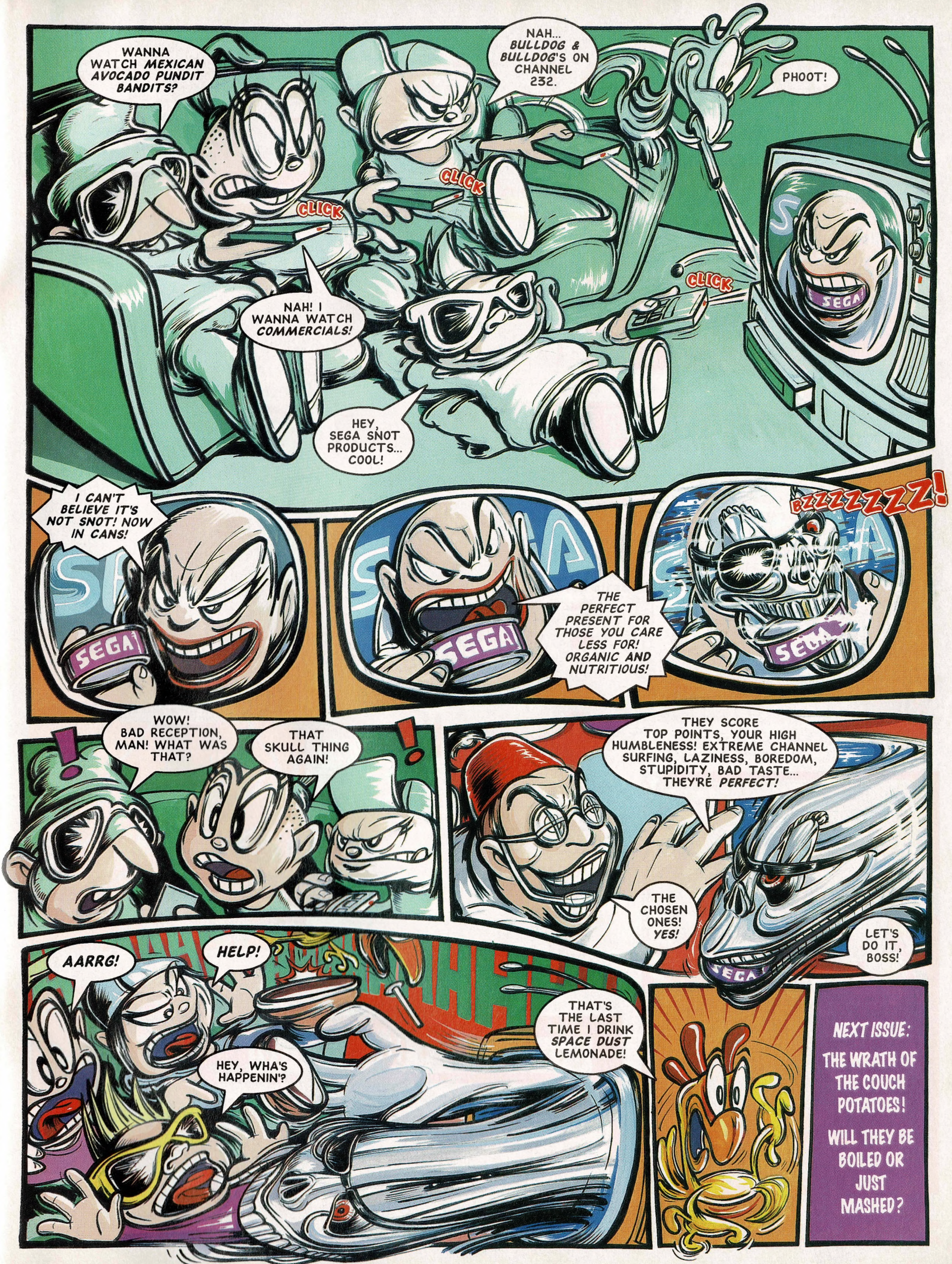
SKULL

- Time Traveller.
- Servant and herald to his creator, Fezhead.
- Demonic, computer-generated, holographic skull.
- Programmed to search, via the TV systems, for subjects to participate in Fezhead's 'mission'.
- Weakness: Has lack of skin complex and secretly dresses as a human on days off.

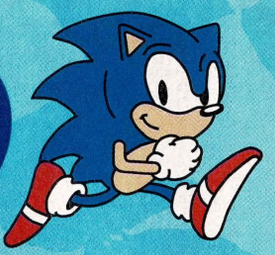
HEY BOSS! I'VE BEEN REDECORATING WITH POODLE NOODLE! IT LOOKED GOOD ON THE TV... OH... AND ON THE WALLS AND THE SOFA AND...
SHUT UP, SLAPHEAD! HAVE YOU FOUND ME THE DUMBEST CHANNEL-SURFING JERKS CURRENTLY VEGETATING IN TV HELL?






WANNA WATCH MEXICAN AVOCADO PUNDIT BANDITS?
NAH... BULLDOG & BULLDOG'S ON CHANNEL 232.
PHOOT!
CLICK
CLICK
CLICK
NAH! I WANNA WATCH COMMERCIALS!
HEY, SEGA SNOT PRODUCTS... COOL!
I CAN'T BELIEVE IT'S NOT SNOT! NOW IN CANS!
THE PERFECT PRESENT FOR THOSE YOU CARE LESS FOR! ORGANIC AND NUTRITIOUS!
BZZZZZZZ!
WOW! BAD RECEPTION, MAN! WHAT WAS THAT?
THAT SKULL THING AGAIN!
THEY SCORE TOP POINTS, YOUR HIGH HUMBLENESS! EXTREME CHANNEL SURFING, LAZINESS, BOREDOM, STUPIDITY, BAD TASTE... THEY'RE PERFECT!
THE CHOSEN ONES! YES!
LET'S DO IT, BOSS!
AARRG!
HELP!
HEY, WHA'S HAPPENIN'?
THAT'S THE LAST TIME I DRINK SPACE DUST LEMONADE!
NEXT ISSUE:
THE WRATH OF THE COUCH POTATOES!
WILL THEY BE BOILED OR JUST MASHED?

SPEEDLINES

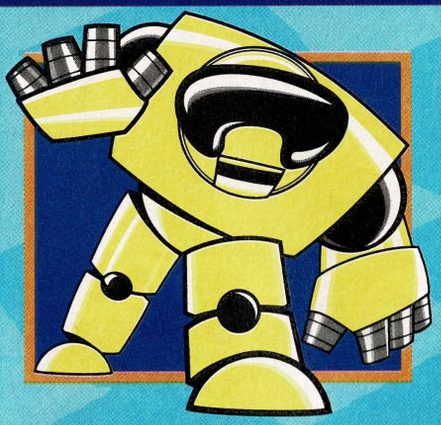


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Butter Fingers

Dear STC,

Recently I was reading an old issue of STC when suddenly it slipped from my hands. I managed to catch it by one of the pages but the staples came out. However, because I am a collector of the comic I asked my newsagent for a spare issue of STC, but unfortunately he didn't have one. Can you repair my damaged comic?

Alden Gilroy, Lakenheath, Suffolk.
Sonic Water Fun Game Winner.

I suggest that you follow the guidelines below Alden, to prevent further disasters:-

1: *Affix blue-tac to back of STC and secure firmly to a flat, horizontal surface, i.e. a table top.*

2: *Wear protective gloves when handling STC to avoid grubby fingerprints.*

3: *As an added precaution, avoid eating, drinking and heavy breathing whilst reading STC!*

Call My Bluff

Dear Megadroid,

For months now I have been trying to figure out what you are. At last I have the answer... you're a phoney! Your head is the front of a SEGA MD cartridge insert and your eyes are the MD control pad. I also know you are a wimp because my friend wrote in telling you so and all you did was send Sonic and Tails to beat him up. Well, why don't you do that to me?

Dolphin Lungeroon, Please send full name and address.
Sonic Water Fun Game Winner.

*Hope you enjoyed the **Ecco** strip, Dolphin! I would come round to pay my respects but you conveniently forgot to tell me your address.*

Yelp!

Dear STC,

I have a problem. When I reach the part in *Paperboy 2* where the dog runs out in the road and barks, my own dog runs round the room barking like a mad thing!

Emma Harrison, Stourton Grange, Leeds.
MD owner.
Sonic Water Fun Game Winner.

Emma, just be thankful your parents don't react in the same way.

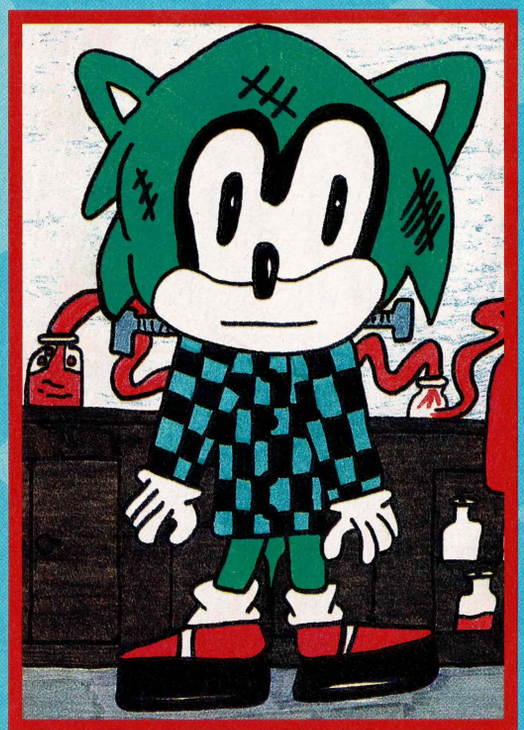
Plates of Meat

Dear STC.

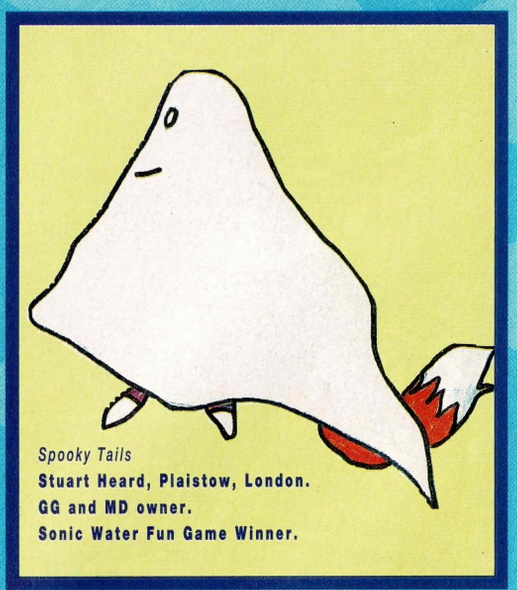
I am disappointed that Sonic's feet (minus sneakers) are never shown. Therefore, could you please get one of your artists to draw in Sonics bare feet in a future story?

Kevin Rookes, Basingstoke, Hampshire.
Sonic Water Fun Game Winner.

So, when did you first realise you had a foot fetish, Kevin?



Frankensonic
Ben Uren, Millom, Cumbria.
Sonic Water Fun Game Winner.



Spooky Tails
Stuart Heard, Plaistow, London.
GG and MD owner.
Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE!

AMAZING COMPO!

Multi-Megas must be won!

PLUS!

SONIC
The Sentinel

STREETS OF RAGE
Streets ahead with Skates' Story

TAILS
Will he come to armour!

PIRATE STC
More Waggish Weirdness!

ONLY IN STC 29 —

HOT! EVEN IF THE WEATHER'S NOT!

ON SALE SATURDAY, 25th JUNE, £1.10

DATA STRIP

Fill in & send to:
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25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 28 OF **STC?**

☐ %

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BORING BOY

COOL KID

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